the
ATARI 2600
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DaddaRuleKonge
2016

ATARI® 2600™

DaddaRuleKonge

This is book is made for people who collect for or are interested in the Atari 2600. I made this book cause` I like to catalog and categorize stuff, and to learn more about the system.

I have tried to make the book well presented and easy to look through, even though it may come through as something of a patch carpet. If you are happy with the book then please look at some of the web-sites on the “Reference Guide” page. Find a site that you like and give them some spending money.

The book DOES include some information that is wrong. The Atari 2600 was a very difficult system to research for, and alot of information has irregularities. I tried to sort out most of the wrong info but some are bound to get trough the cracks. I also got alot of help from users of AtariAge on this issue.

If you are annoyed, or the owner of some of the content i used in this book, send an email to me: sennep@hotmail.com. The book is free, and I hope the information and pictures I use comes under free-use.

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, SNES, PSX, SMS, N64, Game&Watch, NeoGeo, including several other book in the same vein, from TMNT toys to Point and Click games.
http://daddarulekonge.itch.io/
DaddaRuleKonge.com

Atari 2600

.”Wikipedia”

Ted Dabney and Nolan Bushnell developed the Atari gaming system in the 1970s. Originally operating under the name “Syzygy”, Bushnell and Dabney changed the name of their company to “Atari” in 1972. In 1973, Atari Inc. had purchased an engineering think tank called Cyan Engineering to research next-generation video game systems, and had been working on a prototype known as “Stella” (named after one of the engineers’ bicycles) for some time. Unlike prior generations of machines that use custom logic to play a small number of games, its core is a complete CPU, the famous MOS Technology 6502 in a cost-reduced version known as the 6507. It was combined with a RAM-and-I/O chip, the MOS Technology 6532, and a display and sound chip known as the Television Interface Adaptor (TIA). The first two versions of the machine contain a fourth chip, a standard CMOS logic buffer IC, making Stella cost-effective. Some later versions of the console eliminated the buffer chip.

Programs for small computers of the time were generally stored on cassette tapes, floppy disks, or paper tape. By the early 1970s, Hewlett-Packard manufactured desktop computers costing thousands of dollars such as the HP 9830, which packaged Read Only Memory (ROM) into removable cartridges to add special programming features, and these were being considered for use in games. At first, the design was not going to be cartridge-based, but after seeing a “fake” cartridge system on another machine, they realized they could place the games on cartridges essentially for the price of the connector and packaging.

In 1976, Fairchild Semiconductor released their own CPU-based system, the Video Entertainment System. Stella was still not ready for production, but it was clear that it needed to be before there were a number of “me too” products filling up the market, which had happened after they released Pong. Atari Inc. didn’t have the cash flow to complete the system quickly, given that sales of their Pong systems were cooling. Nolan Bushnell eventually turned to Warner Communications, and sold the company to them in 1976 for US$28 million on the promise that Stella would be produced as soon as possible.

Key to the eventual success of the machine was the hiring of Jay Miner, a chip designer who managed to squeeze an entire wire wrap of equipment making up the TIA into a single chip. Once that was completed and debugged, the system was ready for shipping.

The unit was originally priced at US$199 ($777 adjusted for inflation), and shipped with two joysticks and a Combat cartridge (eight additional games were available at launch and sold separately). In a move to compete directly with the Channel F, Atari Inc. named the machine the Video Computer System (or VCS for short), as the Channel F was at that point known as the VES, for Video Entertainment System. The VCS was also rebadged as the Sears Video Arcade and sold through Sears, Roebuck and Company stores. Another break-through for gaming systems was Atari’s invention of a computer-controlled opponent, rather than the usual two-player or asymmetric challenges of the past. When Fairchild learned of Atari Inc.’s naming, they quickly changed the name of their system to become the Channel F. However, both systems were now in the midst of a vicious round of price-cutting: Pong clones that had been made obsolete by these newer and more powerful machines were sold off to discounters for ever-lower prices. Soon many of the clone companies were out of business, and both Fairchild and Atari Inc. were selling to a public that was completely burnt out on Pong. In 1977, Atari Inc. sold 250,000 Video Computer Systems.

For the first year of production, the Video Computer System was manufactured in Sunnyvale, California. The consoles manufactured there had thick plastic molding around the sides and bottom. These added weight to the console, and because all six switches were on the front, these consoles were nicknamed “Heavy Sixers”. After this first year, production moved to Hong Kong, and the consoles manufactured there had thinner plastic molding. In 1978, only 550,000 units from a production run of 800,000 were sold, requiring further financial support from Warner to cover losses. This led directly to the disagreements that caused Atari Inc. founder Nolan Bushnell to leave the company in 1978. Despite Bushnell’s retirement in 1978, Warren Robinett’s invention of the first graphical adventure game, Adventure, was developed the same year and changed the fundamentals of gaming as it unlocked a game with a "virtual space bigger than the screen." Once the public realized it was possible to play video games other than Pong, and programmers learned how to push its hardware's capabilities, the VCS gained popularity. By this point, Fairchild had given up, thinking video games were a passing fad, thereby handing the entire quickly growing market to Atari Inc. By 1979, the VCS was the best-selling Christmas gift (and console), due to its exclusive content, and 1 million units were sold that year.

Atari Inc. then licensed the smash arcade hit Space Invaders by Taito, which greatly increased the unit's popularity when it was released in January 1980, doubling sales to over 2 million units. The VCS and its cartridges were the main factor behind Atari Inc. grossing more than $2 billion in 1980. Sales then doubled again for the next two years; by 1982, the console had sold 10 million units, while its best-selling game Pac-Man sold 7 million copies. The console also sold 450,000 units in West Germany by 1984. By 1982 the 2600 console cost Atari about $40 to make and was sold for an average of $125. The company spent $4.50 to $6 to manufacture each cartridge and $1 to $2 for advertising, and sold it for $18.95 wholesale.

In 1980, the VCS was given a minor revision in which the left and right difficulty switches were moved to the back of the console, leaving four switches on the front. Other than this, these four-switch consoles looked nearly identical to the earlier six-switch models. In 1982, another version of the four-switch console was released without woodgrain. They were nicknamed "Darth Vader" consoles due to their all-black appearance. These were also the first consoles to be officially called "Atari 2600", as the Atari 5200 was released the same year. During this period, Atari Inc. expanded the 2600 family with two other compatible consoles. Despite the faux-wood panels and what would now appear to be primitive graphics, the game console became widely popular for the time. Later however, they designed the Atari 2700, a wireless version of the console that was never released because of a design flaw. The company also built a sleeker version of the machine dubbed the Atari 2800 to sell directly to the Japanese market in early 1983, but it suffered from competition with the newly released Nintendo Famicom.

In a survey mentioned by Jeff Rovin it is reported that more stores reported breakdowns of the Atari 2600 system than any other, and that Atari repair centers seemed to have the most trouble with consoles manufactured in 1980. In one case it is stated that a system was repaired five times before static electricity from a carpet was discovered as having caused the problem. The controllers were also a source of breakage because of the way they could be gripped by a player holding it with their fist, allowing players to get carried away and over control, which was less likely with other systems released at the time, such as the Magnavox Odyssey², which has controllers that are nearly half its size.

The second 2600 model is the "Light Sixer" which has lighter plastic molding and shielding than the 1977 launch model.

Later 2600 models only used four front switches.

The all black "Darth Vader" 4-switch model from 1982-

Atari Inc. also continued their OEM relationship with Sears under the latter's Tele-Games brand label, which started in 1975 with the original Pong. Sears released several versions of the 2600 as the Sears Video Arcade series from 1977 to 1983. These include the Rev. A "Heavy Sixer" model in 1977, the Rev. B "4 switch" model in 1980, and the US version of the Atari 2800 branded as the Sears Video Arcade II in 1983.

Sears also released their own versions of Atari Inc.'s games under the Tele-Games brand — often with different titles — which included the Tele-Games branded variations of text and picture labels. Three games were also produced by Atari Inc. for Sears as exclusive releases under the Tele-Games brand: Steeplechase, Stellar Track, and Submarine Commander.

Sears's Tele-Games brand was unrelated to the company Telegames, which also produced cartridges for the Atari 2600 — mostly re-issues of M Network games.

During the 1970s, Atari Inc. continued to grow until it had one of the largest R&D divisions in Silicon Valley. However, it spent much of its R&D budget on projects that seemed out of place at a video game (or even home computer) company; many of these projects never saw the light of day. Meanwhile, several attempts to bring out newer consoles failed for one reason or another, although Atari Inc.'s home computer system (the Atari 8-bit family) sold reasonably well, Warner was pleased as it seemed to have no end to the sales of the 2600, and Atari Inc. was responsible for over half of the company's income.

The programmers of many of Atari Inc.'s biggest hits grew disgruntled with the company for not crediting game developers and many left the company and formed their own independent software companies. The most prominent and longest-lasting of these third-party developers was Activision, founded in 1980, whose titles quickly became more popular than those of Atari Inc. itself. Atari Inc. attempted to block third-party development for the 2600 in court but failed, and soon other publishers, such as Imagic and Coleco, entered the market. Atari Inc. suffered from an image problem when a company named Mystique produced a number of pornographic games for the 2600. The most notorious of these, Custer's Revenge, was protested by women's and Native American groups because it depicted General George Armstrong Custer raping a bound Native American woman. Atari Inc. sued Mystique in court over the release of the game.

VIDEO ARCADE

Sears got a rebranded "Video Arcade" 2600 for its Tele-Games line.

Atari Inc. continued to acquire licenses for the 2600, the most prominent of which included Pac-Man and E.T. Public disappointment with these two titles and the market saturation of poor third-party titles are cited as major contributors to the video game crash of 1983. Suddenly, Atari Inc.'s growth meant it was losing massive amounts of money during the crash, at one point about $10,000 a day. Warner quickly grew tired of supporting Atari Inc., and started looking for buyers in 1984.

By mid-1984 most software development for the 2600 had stopped except by Atari and Activision, with third-party developers emphasizing ColecoVision games. Although not formally discontinued, the 2600 was de-emphasized for two years after Warner's 1984 sale of Atari Inc.'s Consumer Division to Commodore Business Machines founder Jack Tramiel, who wanted to concentrate on home computers. He ended all development of console games, including a 2600 Garfield game and an Atari 5200 port of Super Pac-Man. Due to a large library and a low price point, the 2600 and the 2600jr, continued to sell into the late 1980s and was not discontinued until 1992. The 2600 ended up outdoing all other hardware that Atari released, in attempt to replicate its success.

The Atari 2600 was wildly successful, and during much of the 1980s, "Atari" was a synonym for this model in mainstream media and, by extension, for video games in general.

The Atari 2600 was inducted into the National Toy Hall of Fame at The Strong in Rochester, New York in 2007. In 2009, the Atari 2600 was named the second greatest video game console of all time by IGN, who cited its remarkable role as the console behind both the first video game boom and the video game crash of 1983, and called it "the console that our entire industry is built upon."

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OTHELLO
FOOTBALL
SKY DIVER
3-D TIC-TAC-TOE
HANGMAN
BRAIN GAMES
VIDEO PINBALL
BOWLING
SPACE INVADERS
VIDEO CHESS
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DODGE 'EM
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**Indicates trademark of the Midway Mfg. Co.

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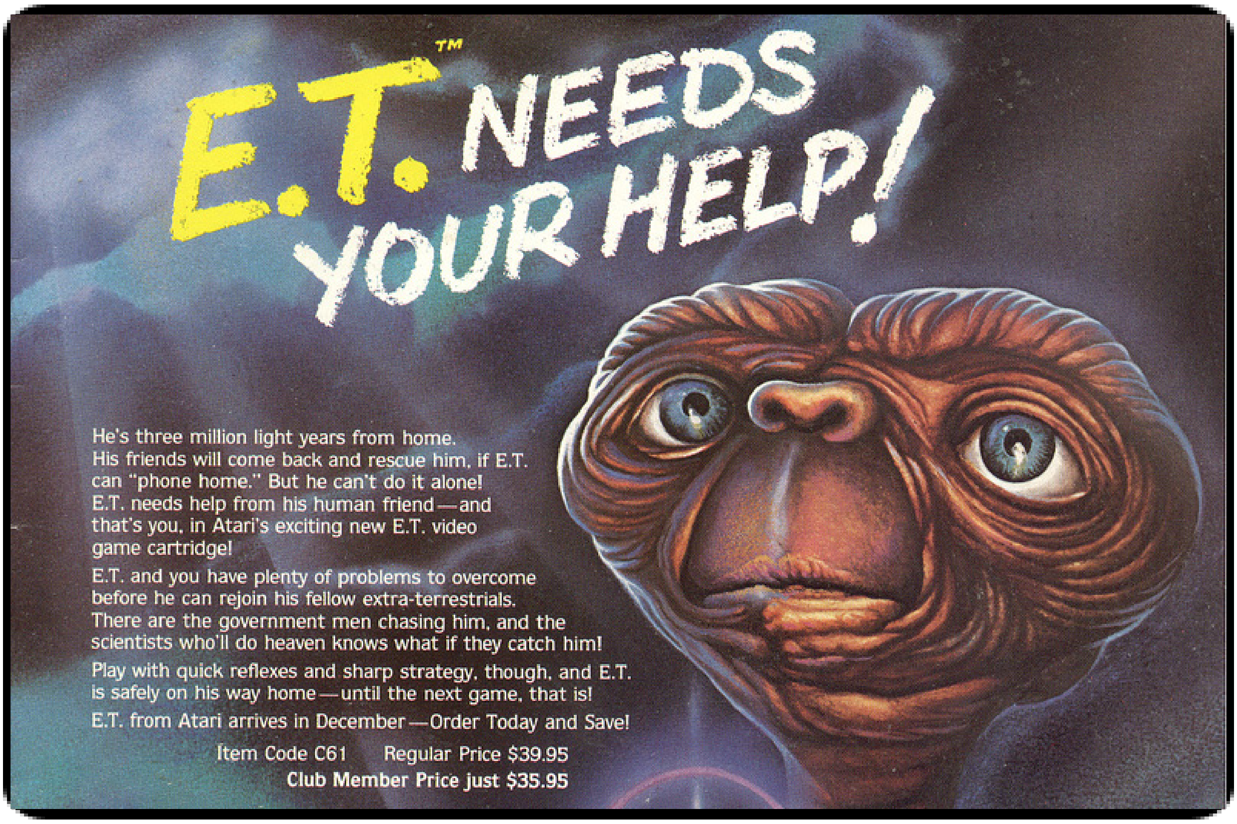
E.T.™ NEEDS YOUR HELP!

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Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

AtariAge

"Have You Played Atari Today?"

- Used for most pictures, information and rarity score.

A giant site on Atari. Maybe the most important site for an Atari aficionado. It consist of a huge forum, detailed information, pictures, and a great rarity score list. Without this site, this book would be very barren. In making this book/PDF, I was in contact with several members of AtariAge on their forum, getting help and ideas for the book.

https://atariage.com/index.php

2600 Connection

"The Complete Atari 2600 Video Computer System Resource"

- Used for some pictures and information.

This site consist of articles, faqs, reviews and more on the Atari 2600.

http://www.2600connection.com/

AtariMania

"Database of games, demos, utilities for 2600, 5200, 400, 800, XL, XE & ST."

- Used for pictures, information and fact-checking.

This. This is an insanely detailed website on Atari games. Along with AtariAge I used this web-site alot. This must be the most important web site for Atari2600 collectors, as it consist of a huge amount of detailed information on every region of the Atari 2600 library.

http://www.atarimania.com/index.html

Video Game Variations

Video Game Variations

"This site is dedicated to the various vintage video game systems and all the games that go with them."

- Used for some pictures and some information on label variations.

This site include a huge and detailed amount of label and box variations and is very interesting to look through.

http://www.videogamevariations.com/

GameFAQs

GameFAQs

"Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews."

- Used for pictures and the review score.

A giant webiste regarding many of games released with loads of information, faqs and pictures. It also include dedicated forums for each system.

http://www.gamefaqs.com/

ATARI ATARI PROTOS.com
COMMUNITY AUTHORIZED NETWORK

AtariProtos

"All Your Protos Are Belong To Us!"

- Used for pictures and information on different prototype games.

A very detailed and well designed site on the different prototypes found for the different Atari systems. Recommended for all people interested in the Atari since it is set around a very interesting topic for the system.

http://www.atariprotos.com/

Moby Games

Moby Games

"MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014."

- Used for info and information.

A good site for information and pictures on much of the games released.

http://www.mobygames.com/

Atari 2600 Homebrew

"ATARI 2600 HOMEBREW"

- Used for information and pictures on homebrew and repros.

A great site that include a database and articles with information on homebrews, hacks, repros and prototypes.

http://www.atari2600homebrew.com/

Atari Museum

ATARI
www.atarimuseum.com

"This site is the culmination of years of research and hard work by enthusiasts with the support of numerous former and current Atari employees and is intended to provide images and information on all areas of Atari."

- Some information.

A very well done site with lot of information on different Atari systems.

http://www.atarimuseum.com/

Atari Gaming Headquarters

"Celebrating Everything Atari Past To Present"

- Some information.

Include articles and pictures on Atari.

http://atarihq.com/mainsite/

Atari Guide

"The most complete free source for Atari 2600 information anywhere. Thousands of classic video games listed in our archives. "

- Used for pictures and information.

A superb site about the different Atari systems. A very well presented site that give easy and informative information about games (something I tried to achieve in this book). The site include pictures, short information and a gameplay video of most of the games it feature.

http://www.atariguide.com/

Web Shops

I can not recommend every web-shop posted here, as i have not used them. You should always be a little wary about using a web-shop you have not used before. Google the name and find customers reviews about it before you give them your credit card information.

But the shops I listed here are shops that i find with either a good library of items or somewhat fair prices. Or both.

Atari 2600.com

"Welcome to the largest online source for classic video games, systems and accessories."

A nice clean site with games at mostly fair prices (I think). The store consist of older systems.

http://www.atari2600.com/

4JAYS Video Games

"We're family owned and have been in business for over 17 years. Our store is full of Video Game Systems, Accessories and Games from the Atari 2600 to the Vectrex"

A small store that include alot of systems. The store goes from PlayStation and back.

http://4jays.net/store/

Atari Best Electronics

"Specializing in Replacement Parts and Accessories for all Consumer based Atari Game Systems and Atari Computers"

This site does look alittle "Web 1.0", but if you can get past the multicolor text, it may be a good site for people looking for replacement parts or the odd item...

http://www.best-electronics-ca.com/

Corporations

wikipedia

Absolute Entertainment

Founded	1986
Founder	Garry Kitchen
Defunct	1995
Headquarters	New Jersey, United States
Successor	Skyworks Technologies

Absolute Entertainment was an American video game publishing company. Through its development house, Imagineering, Absolute Entertainment produced titles for the Amiga, Atari 2600, Atari 7800, Sega Game Gear, Sega Mega Drive, Mega-CD, Game Boy, Nintendo Entertainment System, and Super Nintendo Entertainment System video game consoles, as well as for the PC. It also released games for the Sega Master System in Europe.

After leaving his position as a video game developer and designer at Activision, Garry Kitchen founded the company in 1986 with his brother Dan Kitchen, along with David Crane, Alex Demeo, John Van Ryzin. The company's headquarters was in Glen Rock, New Jersey, but later moved to another New Jersey borough, Upper Saddle River. While the company was based in New Jersey, David Crane worked out of his home on the West Coast. The company's name was chosen because it was alphabetically above Activision, implying that Absolute Entertainment was superior to Activision . It was the same strategy that Activision chose when the programmers left Atari.

At Absolute Entertainment, Kitchen continued developing games for the Atari 2600 and Atari 7800, as he had done at Activision. However, the NES had already displaced Atari's dominance of the video game console market. Kitchen swiftly shifted his focus to the NES, and produced several landmark titles for the platform, beginning with A Boy and His Blob: Trouble on Blobolonia in 1989, and Battle Tank in 1990. Absolute Entertainment published at least 30 titles before dwindling sales from diminishing product quality prompted Kitchen to shutter the company in 1995. Since Kitchen had already formed a new company with David Crane called Skyworks Technologies, some of the employees transitioned to the new company.

Activision

Founded	1979
Headquarters	California, United States
Parent	Activision Blizzard
Employees	>4000
Website	www.activision.com

Activision Publishing, Inc. is an American video game publisher. It was founded on October 1, 1979 and was the world's first independent developer and distributor of video games for gaming consoles.

Before Activision, third-party developers did not exist. Software for video game consoles were published exclusively by makers of the systems for which the games were designed. For example, Atari was the only publisher of games for the Atari 2600. This was particularly galling to the developers, as they received neither financial rewards nor credit for games that sold well.

Atari programmers David Crane, Larry Kaplan, Alan Miller, and Bob Whitehead met with Atari CEO Ray Kassar in May 1979 to demand that the company treat developers as record labels treated musicians, with royalties and their names on game boxes. Kaplan, who called the others "the best designers for the [2600] in the world", recalled that Kassar called the four men "towel designers" and that "anyone can do a cartridge." Crane, Miller, and Whitehead left Atari and founded Activision in October 1979 with former music industry executive Jim Levy and venture capitalist Richard Muchmore; Kaplan joined soon. David Crane has said the name "Activision" was based on Jim Levy's idea to combine 'active' and 'television'. The original name proposed for the company was VSync, Inc.

In December 2007, it was announced that Activision would merge with Vivendi Games, which owned fellow games developer and publisher Blizzard, and the merger would close in July 2008. The new company was called Activision Blizzard and was headed by Activision's former CEO, Robert Kotick. Vivendi was the biggest shareholder in the new group. The new company was estimated to be worth US$18.9 billion, ahead of Electronic Arts, which was valued at US$14.1 billion.

Games by Apollo

Founded	1981
Defunct	1983
Fate	Bankruptcy
Headquarters	Texas, United States
Employees	30

Games by Apollo (often shortened to Apollo) was a third-party developer for the Atari 2600 video game system, based in Richardson, Texas.

In 1980, Pat Roper was president of Texas-based National Career Consultants (NCC), a company that produced educational films. Roper knew nothing about the games industry, but while playing NFL Football on the Intellivision in 1980, he realized that there was money to be made. Roper decided to form a game company, which he called Games by Apollo because the name "Apollo" appealed to Roper because it was recognizable and a symbol of youth and activity.

Instead of hiring away existing game designers from Mattel or Atari, however, Roper placed an advertisement in the Dallas Morning News and the San Francisco Chronicle.

A young programmer by the name of Ed Salvo was living in Iowa and saw the advertisement. He proceeded to contact Roper and offer him a game he had developed in about four weeks, Skeet Shoot. Roper flew Salvo to Dallas, where he was offered a job to lead the development for the yet to be formed Games by Apollo. Roper offered Salvo a position as their Director of Development. Salvo accepted and was tasked with hiring 25 programmers to build a staff and develop games.

Early on, Roper spent much of the company's money on trying to emulate Activision. At one early staff meeting he was quoted as saying that "Activision had 26 million in sales its first year so Apollo would have 27. Activision had a campus with 7 buildings each 7 stories so Apollo would have 8 buildings of 8 stories."

In late 1982, Ed Salvo, Terry Grantham, Mike Smith and one other fellow employee left Apollo when it appeared that Roper was not taking the right steps to stay in business. Salvo claims that two weeks after the four left, Apollo was forced into bankruptcy.

Avalon Hill

Founded	1954
Headquarters	Washington, United States
Parent	Wizards of the Coast (Hasbro)
Website	avalonhill.com

Avalon Hill Games, Inc. is a game company that specializes in wargames and strategic board games. Its logo contains its initials "AH", and the company is often referred to by this abbreviation.

Avalon Hill was started in 1954 by Charles S. Roberts under the name of "The Avalon Game Company", a reference to the nearby town of Avalon, for the publication of his game Tactics, considered the first of a new type of board game, the wargame. Following the success of Tactics, Roberts changed the name upon incorporation from "The Avalon Game Company" to "Avalon Hill" in 1958 because of an argument with another company. The number of games released per year was erratic until 1964 as the company released any where from 1 to 7 games.

Avalon launched a pre-school children's line in 1963 with four games, Imagination, What Time Is It?, Doll House and Trucks, Trains, Boats & Planes, which flopped. Roberts gave up and planned to file bankruptcy on December 13, 1963. Instead his creditors, Monarch Office Services and J.E. Smith & Co. interceded and took over. Monarch had printed all but the boxes, which were done by J.E. Smith. The company was reorganized by retaining only one staff member, Thomas N. Shaw, a high school friend of Roberts, moved, cut costs and appointed J.E. Sparling as president. In 1964, AH set a two game per year release schedule.

Monarch bought out J.E. Smith & Co., Avalon Hill's co-owner, on November 30, 1971. Thus the company became a division of a renamed Monarch Office Services, Monarch Avalon.

Monarch sold Avalon Hill to Hasbro Games on August 4, 1998 for $6 million. Hasbro, largely seeking a computer gaming software company and known games to convert to interactive computer games per an Arcadia Investment Corp. investment analyst, purchased the rights to the Avalon Hill trademarks, copyrights, inventory, tooling and divisions, Avalon Hill Software and Victory Games. Avalon Hill Games, Inc. was incorporated by Hasbro in 1998.

CBS

Founded	1927
Founder	William S. Paley
Owner	CBS Corporation
Headquarters	CBS Building, New York City
Website	www.cbs.com

CBS (an initialism of the network's former name, the Columbia Broadcasting System) is an American commercial broadcast television network that is the flagship properties of CBS Corporation. The company is headquartered at the CBS Building in New York City with major production facilities and operations in New York City (at the CBS Broadcast Center) and Los Angeles (at CBS Television City and the CBS Studio Center).

The origins of CBS date back to January 27, 1927, with the creation of the "United Independent Broadcasters" network in Chicago by New York City talent-agent Arthur Judson. The fledgling network soon needed additional investors though, and the Columbia Phonograph Company, manufacturers of Columbia Records, rescued it in April 1927; as a result, the network was renamed the "Columbia Phonographic Broadcasting System" on September 18 of that year. Columbia Phonographic went on the air on September 18, 1927, with a presentation by the Howard Barlow Orchestra from flagship station WOR in Newark, New Jersey, and fifteen affiliates.

CBS entered the video game market briefly, through its acquisition of Gabriel Toys (renamed CBS Toys), publishing several arcade adaptations and original titles under the name "CBS Electronics", for the Atari 2600, and other consoles and computers; it also produced one of the first karaoke recording/players. CBS Electronics also distributed all Coleco-related video game products in Canada, including the ColecoVision. CBS later sold Gabriel Toys to View-Master, which eventually ended up as part of Mattel.

CBS continues to operate the CBS Radio network, which now mainly provides news and features content for its portfolio of owned-and-operated radio stations in large and mid-sized markets, and affiliated radio stations in various other markets. The television network has more than 240 owned-and-operated and affiliated television stations throughout the United States.

Coleco

Founded	1932
Defunct	1988
Revival	2005
Headquarters	New Jersey, United States
Website	www.coleco.com

Coleco Inc. is an American company founded in 1932 by Maurice Greenberg as "Connecticut Leather Company". It became a highly successful toy company in the 1980s, known for its mass-produced version of Cabbage Patch Kids dolls and its video game consoles, the Coleco Telstar dedicated consoles and ColecoVision.

Coleco originally processed shoe leather, which later led to a business in leather craft kits in the 1950s. They began manufacturing plastic moulding and moved into plastic wading pools in the 1960s. The leather part of the business was then sold off.

Under CEO Arnold Greenberg, the company entered the video game console business with the Telstar in 1976. Dozens of companies were introducing game systems that year after Atari's successful Pong console. Nearly all of these new games were based on General Instrument's "Pong-on-a-chip". However, General Instrument had underestimated demand, and there were severe shortages. Coleco had been one of the first to place an order, and was one of the few companies to receive an order in full. Though dedicated game consoles did not last long on the market, their early order enabled Coleco to break even.

Coleco continued to do well in electronics. They transitioned next into handheld electronic games, a market popularized by Mattel. An early hit was Electronic Quarterback. In 1982, Coleco launched the ColecoVision. While the system was quite popular, Coleco hedged their bet on video games by introducing a line of ROM cartridges for the Atari 2600 and Intellivision.

In 1988, the combination of the purchase of Selchow & Righter, manufacturers of Scrabble, Parcheesi, and Trivial Pursuit, sales of which had plummeted, and the disastrous Adam computer, the company filed for chapter 11 bankruptcy.

In 2005, River West Brands, a Chicago-based brand revitalization company, re-introduced Coleco to the marketplace.

Imagic

Founded	1981
Defunct	1986
Fate	Liquidation
Headquarters	California, United States

Imagic was a short-lived American video game developer and publisher that created games initially for the Atari 2600 and later for other consoles. Founded in 1981 by Atari and Mattel Intellivision expatriates, its best-selling titles were Atlantis, Cosmic Ark, and Demon Attack.

Activision was first third-party publisher for the Atari 2600. Imagic was the second.

Imagic founders included Bill Grubb, Bob Smith, Mark Bradley, Rob Fulop, and Denis Koble from Atari, Inc., Jim Goldberger, Dave Durran and Brian Dougherty from Mattel, as well as Gary Kato from Versatec. Grubb left an 18-month post at Atari as a vice president of marketing to form Imagic. Before that, he was with the marketing department at Black and Decker for 11 years. It was Grubb's goal to take Imagic public and to eventually overtake Activision as the number one third party video game publisher.

Atari sued Imagic over Demon Attack because of its resemblance to Phoenix, to which Atari had the exclusive home-version rights. The case was settled out of court.

During its height, Imagic ran a fan club for their games, the Numb Thumb Club, which published an annual newsletter. Only two issues were published before Imagic's demise in 1983.

Although Imagic grew quickly in its early years, it was irreparably harmed by the video game crash of 1983. It released 24 titles before going out of business by 1986, but the exact time it disbanded is unknown. In 1983 the company laid off 40 of their 170 employees but appeared at the 1984 Consumer Electronics Show with plans for four IBM PCjr games. The rights to Imagic's most popular titles have been owned by Activision since the late 1980s, and they have been re-released on several occasions.

A unreleased game, Cubicolor, a two-player puzzle game loosely based on a combination of a Rubik's Cube and fifteen puzzle, was completed but never officially released before Imagic's demise.

Milton Bradley Company

Founded	1860
Founder	Milton Bradley
Headquarters	Massachusetts, United States
Parent	Hasbro

The Milton Bradley Company is an American board game company established by Milton Bradley in Springfield, Massachusetts, in 1860. In 1920, it absorbed the game production of McLoughlin Brothers, formerly the largest game manufacturer in the United States.

Milton Bradley found success making board games people enjoyed playing. In 1860, Milton Bradley moved to Springfield, Massachusetts, and set up the state's first color lithography shop.

Struggling to find a new way to use his lithography machine, Bradley visited his friend George Tapley. Tapley challenged him to a game, most likely an old English game. Bradley conceived the idea of making a purely American game. He created The Checkered Game of Life, which had players move along a track from Infancy to Happy Old Age, in which the point was to avoid Ruin and reach Happy Old Age. Squares were labeled with moral positions from honor and bravery to disgrace and ruin. Players used a spinner instead of dice because of the negative association with gambling. By spring of 1861, over 45,000 copies of The Checkered Game of Life had been sold. Bradley became convinced board games were his company's future.

When Milton Bradley died in 1911 the company was passed to around to different people.

During the 1970s and 1980s, electronic games became popular. Milton Bradley released Simon in 1978, which was fairly late in the movement. By 1980, it was their best-selling item.

In 1979, Milton Bradley also developed the first hand held cartridge based console, the Microvision.

In 1983, seeing the potential in the new Vectrex vector based video game console, the company purchased Good Consumer Electronic (GCE). Although the Vectrex had a very short production run, new games are still being developed for it as of 2013.

Mystique

Parent	Caballero Home Video
Defunct	1983
Fate	Liquidation
Successor	Playaround

Mystique was the name of a company that produced a number of pornographic video games for the Atari 2600, such as Beat ‘Em & Eat ‘Em, Bachelor Party and Custer’s Revenge. It was one of several video game companies that tried to use sex to sell its games.

Mystique was an offshoot of Caballero Control Corporation, who produced pornographic films, and American Multiple Industries. The company’s games were sold under the “Swedish Erotica” banner, although they were programmed in the United States, and manufactured in Hong Kong.

“I just don’t believe adults want to shoot down rocket ships”, American Multiple Industries’ president said. According to industry watchers and critics, Mystique’s game designs were generally simple, with crude graphics and unexceptional gameplay.

Mystique’s game Custer’s Revenge gained particular notoriety. Sold in a sealed package labeled “NOT FOR SALE TO MINORS” and selling for $49.95 (the most expensive Atari 2600 game in the market), it acknowledged that children might nonetheless see the game. The game’s literature stated “if the kids catch you and should ask, tell them Custer and the maiden are just dancing.” The makers elected to preview the game for women’s and Native American groups, an act which some thought was a publicity stunt. Women’s rights groups criticized the game, stating that it was a simulation of rape; the back of the packaging states “she’s not about to take it lying down, by George! Help is on the way. By God! He’s coming.” Other groups such as Women Against Pornography, Native American spokespersons, and critics of the video game industry in general protested about the game.

Mystique went out of business during the video game crash of 1983. The rights to Mystique’s games were sold to the Playaround spin-off company, which continued the pornographic game line.

Sega

Founded	1940
Parent	Sega Holdings
Headquarters	Ōta, Tokyo, Japan
Employees	4,865 (2014)

Sega Games Co., Ltd., originally short for Service Games and officially styled as SEGA, is a Japanese multinational video game developer and publisher headquartered in Tokyo, Japan, with multiple offices around the world. Sega developed and manufactured numerous home video game consoles from 1983 to 2001, but the financial losses incurred from their Dreamcast console caused the company to restructure itself in 2001, and focus on providing software as a third-party developer from then on.

Sega started in 1940. American businessmen Martin Bromley, Irving Bromberg, and James Humpert formed a company called Standard Games in Honolulu, Hawaii, to provide coin-operated amusement machines.

Sega prospered heavily from the arcade gaming boom of the late 1970s, with revenues climbing to over US$100 million by 1979. In 1982, Sega’s revenues surpassed $214 million. That year they introduced the first game with isometric graphics, Zaxxon, the industry’s first stereoscopic 3D game.

In 1983-4, Sega published Atari 2600 versions of some of its arcade games and also Tapper from Bally/Midway. Carnival, Space Fury, Turbo, and Zaxxon were licensed to Coleco as launch titles for the ColecoVision console in 1982. Some of these and other titles were licensed to different companies for 8-bit computer versions. The Atari 8-bit computer port of Zaxxon is from Datasoft, for example, while the Commodore 64 port is from Synapse.

An overabundance of games in 1983 led to the video game crash, causing Sega’s revenues to drop to $136 million. Sega then designed and released its first home video game console, the SG-1000 for the third generation of home consoles.

Sega remains the world’s most prolific arcade producer, with over 500 games in over 70 franchises on more than 20 different arcade system boards since 1981.

Spectravideo

Founded	1981
Founder	Harry Fox Alex Weiss
Defunct	1988

Spectravideo, or SVI, was an American computer company founded in 1981. They originally made video games for Atari 2600 and VIC-20. Some of their computers were MSX-compliant or IBM PC compatible. They ceased operations in 1988.

SpectraVision was founded in 1981 by Harry Fox and Alex Weiss as a distributor of computer games, contracting external developers to write the software. Their main products were gaming cartridges for the Atari 2600 VCS, Colecovision and Commodore VIC-20. They also made the world's first ergonomic joystick, the Quickshot. In late 1982 the company was renamed to Spectravideo due to a naming conflict with OnCommand's Hotel TV system called SpectraVision.

In the early 1980s, the company developed 11 games for the Atari 2600, including several titles of some rarity: Chase the Chuckwagon, Mangia and Bumper Bash. A few of their titles were only available through the Columbia House music club.

The company's first attempt at a computer was an add-on for the Atari 2600 called the Spectravideo CompuMate, with a membrane keyboard and very simple programmability.

Their first real computers were the SV-318 and SV-328, released in 1983. Both were powered by a Z80 A at 3.6 MHz, but differed in the amount of RAM and keyboard style. The main operating system, residing in ROM, was a version of Microsoft Extended BASIC, but if the computer was equipped with a floppy drive, the user had the option to boot with CP/M instead.

Today the Spectravideo name is used by a UK-based company called SpectraVideo Plc, formerly known as Ash & Newman. That company was founded in 1977, and bought the Spectravideo brand name from Bondwell (SVI owner) in 1988. They sell their own range of Logic3 branded products, and do not have any connection to the old Spectravideo products.

Sears

Founded	1886
Parent	Sears Holdings
Locations	Illinois, U.S.
Employees	793 (US; 2014)

Sears (officially Sears, Roebuck & Co.) is an American chain of 5-star department stores. Sears is mainly known for its appliances, hardware, and clothing. The company was founded by Richard Warren Sears and Alvah Curtis Roebuck in 1886; it was previously based in the Sears Tower in Chicago, and is currently headquartered in Hoffman Estates, Illinois. It began as a mail order catalog company, and began opening retail locations in 1925. The company merged with the American discount store chain Kmart in 2005, which was in bankruptcy at the time and renamed itself Sears Holdings upon completion of the merger. In terms of domestic revenue, Sears was the largest retailer in the United States until October 1989, when it was surpassed by Walmart. It is the fifth-largest American department store company by sales as of October 2013 (behind Walmart, Target, Best Buy, and Home Depot), and it is the twelfth-largest retailer in the country overall. It operates divisions in Canada and Mexico, among several subsidiaries within its brand.

Sears Video Arcade was the In-house version of Atari in the early 1980s; discontinued in favor of the actual Atari systems

In 1993, Sears terminated its famous general merchandise catalog because of sinking sales and profits. Sears Holdings continues to produce specialty catalogs and reintroduced a smaller version of the Holiday Wish Book in 2007. In 2003, Sears sold its retail credit card operation to Citibank. The remaining card operations were sold to JPMorgan Chase in August 2005. In 2003, Sears opened a new concept store called Sears Grand. Sears Grand stores carry everything that a regular Sears carries, and more. Sears has spent much of 2014 and 2015 selling off portions of its balance sheet; namely Lands' End and its stake in Sears Canada. Sears Holdings has lost a total of $7 billion in the last four years. In part, the retailer is trying to curb losses by using a loyalty program called Shop Your Way.

People of Atari

wikipedia

Nolan Bushnell

Nolan Kay Bushnell is an American engineer and entrepreneur who founded both Atari, Inc. and the Chuck E. Cheese's Pizza-Time Theaters chain.

Bushnell graduated from the University of Utah College of Engineering with a degree in electrical engineering in 1968 after transferring from Utah State University, and was a member of the Pi Kappa Alpha fraternity. He was one of many computer science students of the 1960s who played the historic Spacewar! game on DEC mainframe computers. The University of Utah was heavily involved in computer graphics research and spawned a wide variety of Spacewar versions.

In 1969, Bushnell and colleague Ted Dabney formed Syzygy with the intention of producing a Spacewar clone known as Computer Space. In order to keep the company alive while the machine was being prototyped, the two took on a route servicing broken pinball machines. Dabney built the prototype and Bushnell shopped it around, looking for a manufacturer. They made an agreement with Nutting Associates, a maker of coin-op trivia and shooting games, who produced a fiberglass cabinet for the unit that included a coin-slot mechanism. Computer Space was a commercial failure, though sales exceeded $3 million. Bushnell felt that Nutting Associates had not marketed the game well, and decided that his next game would be licensed to a bigger manufacturer.

In 1972, Bushnell and Dabney set off on their own, and learned that the name "Syzygy" was in use; Bushnell has said at different times that it was in use by a candle company owned by a Mendocino hippie commune and by a roofing company. They instead incorporated under the name Atari, a reference to a check-like position in the game Go (which Bushnell has called his "favorite game of all time"). They rented their first office on Scott Boulevard in Sunnyvale, California, contracted with Bally Manufacturing to create a driving game, and hired their first employee, engineer Allan Alcorn. Bushnell later bought out Dabney, who was forced out after Nolan told him he would transfer all the assets to another corporation and leave Ted with nothing.

After Bushnell attended a Burlingame, California demonstration of the Magnavox Odyssey, he gave the task of making the Magnavox tennis game into a coin-op version to Alcorn as a test project. Alcorn incorporated many of his own improvements into the game design, such as scoring and sound, and Pong was born. Pong proved to be very popular; Atari released a large number of Pong-based arcade games over the next few years as the mainstay of the company.

In 1976 Steve Jobs went to Nolan to get him to put in some money in exchange for a minor equity stake in Apple. Nolan remarked, "Steve asked me if I would put $50,000 in and he would give me a third of the company. I was so smart, I said no. It's kind of fun to think about that, when I'm not crying."

By 1976 Atari was in the midst of developing the Atari VCS, but Bushnell realized that if the company was going to grow, it needed capital, and with the stock market in a bleak condition, going public would not be the solution. Warner Communications was contacted about Atari by one of its investors to discuss purchasing the company. For $28 million, Warner Communications bought Atari, bringing the capital they needed for the VCS launch, which took place in August 1977.

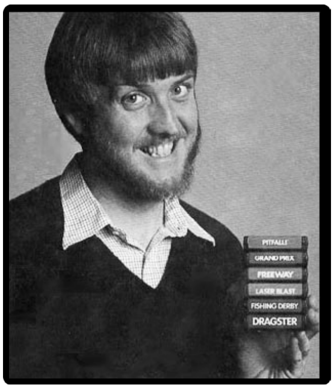
In November 1978, Bushnell was forced out of the company after a dispute with Warner over its future direction, notably on the lifespan of the Atari 2600 and their closed software strategy, which was later changed for the new home computer division.

In 1974, Atari entered the consumer electronics market after engineers Harold Lee and Bob Brown approached Alcorn with an idea to develop a home version of Pong. With a marketing and distribution agreement with Sears, Pong sales soared when the unit was released in 1975.

Bushnell's most recent company is BrainRush, where he is Founder, CEO and Chairman, a company that uses video game technology in educational software. The company was venture capital funded in 2012. It is based on the idea that many curriculum lessons can be turned into mini-games. Developers can take any body of knowledge from English language arts to foreign language, geography, multiplication table or chemistry tables, to parts of the human body and gamify the experience.

David Crane

David Patrick Crane is a video game designer and programmer.



Crane originally worked in the field of hardware design for National Semiconductor. Crane started his programming career at Atari, making games for the Atari 2600. He also worked on the operating system for the Atari 800 computer. After meeting co-worker Alan Miller in a tennis game, Miller told Crane about a plan he had to leave Atari and found a company that would give game designers more recognition. From this meeting, Crane left Atari in 1979 and co-founded Activision, along with Miller, Jim Levy, Bob Whitehead, and Larry Kaplan. His games won many awards while he was at Activision. At Activision, he was best known as the designer of Pitfall!. Pitfall! was a huge hit, and maintained the top slot on the Billboard charts for 64 weeks and was named video game of the year in 1982. Over 4 million copies of the game were sold in the 1980s. It was the second best-selling game for the Atari 2600 after Pac-Man.

Crane maintained that the Atari policy of relying on mangled adaptations of arcade games would result in a glut of cheap, unappealing games, which became one of the contributing factors to the Video Game Crash of 1983. He believed instead that tailoring new games to the strengths and weaknesses of the 2600 machine would have yielded positive results. The reasoning was that while the new games would have lacked the instant-promotion of an already-known name, word of mouth among video gamers, being a young and highly-social group, would have gradually made up for it if the game was good.

In 1986, Crane left Activision to co-found Absolute Entertainment with Garry Kitchen. The two of them left mainly because of Jim Levy's departure, and the way the newly appointed CEO of Activision, Bruce Davis, treated video games more like commodities rather than creative products.

Crane is currently working as an independent video game developer and video game expert witness.

Tod Frye

Tod R. Frye is a computer programmer once employed by Atari, and is most notable for being charged with the home adaptation of Pac-Man for the Atari 2600.

Frye landed the 2600 Pac-Man project in early 1981. Atari had licensed the arcade games Defender and Pac-Man and while Frye preferred Defender, when fellow programmer Bob Poloro got that assignment, Frye got Pac-Man by default. Frye's landing the high-profile title did not pass without critical comment. One Atari employee wrote "Why Frye?" on the Pac-Man arcade machine contained in Atari's in-office arcade room. In response, Frye drew a horizontal line over the "Why", which means "Why not Frye" in logic notation.

Frye's Pac-Man port was started in May 1981, and was the most anticipated release for 1982, so marketing pressed Frye to produce the game on a very strict timetable (in the early 1980s lead times on the cartridge ROMs was several months, so the code needed to be completed in September 1981 to get the product into stores during the first quarter of 1982). Atari corporate management demanded Frye complete the game in the standard 4K ROM, despite his repeated requests that 8K of ROM be allocated.

Criticisms aside Pac-Man proved to be a stunning financial coup for Atari, and Frye reportedly received $0.10 in royalties per Pac-Man cartridge. Atari would manufacture 12 million cartridges, making Frye a millionaire in the process.

Frye contributed to the LCD Breakout Atari handheld, Asteroids (Atari 400/800), the Swordquest series (Earthworld, Fireworld, Waterworld, and the uncompleted Airworld).

After parting ways with Atari, Frye later worked for Axlon (one of the many companies founded by Atari Pioneer Nolan Bushnell) and was hired as a programmer alongside fellow Atari employees Rob Zydbel, Bob Smith, and Howard Scott Warshaw at The 3DO Company. Frye remains active in video games, making technical contributions to classic compilations such as Midway Arcade Treasures.

Ray Kassar

Raymond Edward Kassar was president, and later CEO, of Atari Inc. from 1978 to 1983. He had previously been executive vice-president of Burlington Industries, the world's largest textile company at the time, and president of its Burlington House division.

Ray Kassar was hired in February 1978 as president of Atari Inc.'s consumer division by Warner Communications, who at the time owned Atari. By this time, rifts had begun to develop between the original Atari Inc. staff (most of whom had engineering backgrounds) and the new hires brought in by Warner (who, like Kassar, mostly had business backgrounds).

In November 1978, when Atari Inc. co-founder Nolan Bushnell left the company after a dispute, Kassar became CEO. Under his leadership, sweeping changes were made at Atari and the laid-back atmosphere that had existed under Bushnell's leadership all but disappeared. Kassar's twenty-five years at Burlington Industries had given him a taste for order, organization, and efficiency and his efforts to revamp Atari along similar lines provoked substantial animosity. Kassar shifted the focus away from game development and more toward marketing and sales. Atari Inc. began to promote games all year around instead of just at the Christmas season. R&D also suffered deep cuts and the discipline and security at Atari Inc. became strict. Kassar became unaffectionately known to many at Atari Inc. as the "sock king" and the "towel czar" (due to his previous years in the textile industry) after he once referred to Atari programmers as "high-strung prima donnas" in an interview with the San Jose Mercury News in 1979.

During the Kassar years, Atari Inc.'s sales grew from $75 million in 1977 to over $2.2 billion just three years later. Though Atari enjoyed some of its greatest success during this period, the stifling atmosphere and lack of royalties or recognition to the individual game designers angered employees, many of whom quit. During this period, nearly all members of the original Atari Inc. staff, including Al Alcorn, quit or were fired. Atari Inc.'s upper management also suffered severe turnover rates. Many blamed Ray Kassar's autocratic management style, but Kassar was not held accountable.

One of the most notable turnovers was when four programmers were unsatisfied with their paychecks. They felt they were making a very paltry salary for someone who actually designed the games that made the company millions of dollars. They wanted a small commission, but when they asked Kassar about that, David Crane recalls that Kassar responded, "You are no more important to that game than the guy on the assembly line who puts it together." .

In 1981, the highly popular and successful game Yars' Revenge was released for the Atari 2600. Howard Scott Warshaw, the game's designer, got the names "Yar" and "Razak" by jokingly spelling "Ray Kassar" backwards. Warshaw claimed that the game was "Ray's revenge on Activision"

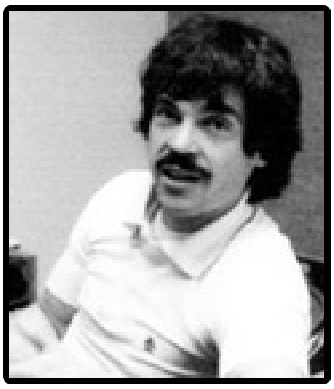
Contrary to popular belief, Kassar was not responsible for the deal to make the E.T. the Extra-Terrestrial game from the blockbuster movie. Steve Ross, CEO of Atari's parent company Warner Communications, was the one who was in talks with Steven Spielberg and Universal Pictures. Kassar's response to Ross' query of how he liked the idea of making an E.T. based video game was, "I think it's a dumb idea. We've never really made an action game out of a movie."

In July 1983, Kassar was forced to resign from Atari Inc. over mounting allegations of illegal insider trading activity. In December 1982, Kassar had sold 5,000 shares of stock in Warner Communications only 23 minutes before a much lower than expected fourth quarter earnings report would cause Warner stock to drop nearly 40% in value in the following days. The Securities and Exchange Commission accused Kassar and then Atari Inc. vice-president Dennis Groth of trading stock with illegal insider knowledge. Kassar settled, returning his profits without acknowledging guilt or innocence. The shares that Kassar sold actually constituted only a small amount of his total holdings in the company, and the SEC later cleared him of any wrongdoing.

Upon Ray Kassar's resignation, James J. Morgan, formerly of Philip Morris, replaced him as CEO of Atari Inc. in September 1983.

He is now a collector and private investor and sits on the Board of the American Hospital of Paris Foundation.

Alan Kay



Alan Curtis Kay is an American computer scientist. He is best known for his pioneering work on object-oriented programming and windowing graphical user interface design. Kay was also Atari's chief scientist for three years.

In an interview on education in America with the Davis Group Ltd. Alan Kay said, "I had the fortune or misfortune to learn how to read fluently starting at the age of three. So I had read maybe 150 books by the time I hit 1st grade. And I already knew that the teachers were lying to me."

In 1966, he began graduate school at the University of Utah College of Engineering, earning a master's degree and a Ph.D. degree. His doctoral was entitled FLEX: A Flexible Extendable Language, describing an invention of computer language known as FLEX.

In 1970, Kay joined Xerox Corporation's Palo Alto Research Center, PARC. In the 1970s he was one of the key members there to develop prototypes of networked workstations using the programming language Smalltalk. These inventions were later commercialized by Apple Computer in their Lisa and Macintosh computers.

Kay is one of the fathers of the idea of object-oriented programming, which he named, along with some colleagues at PARC and predecessors at the Norwegian Computing Center. He conceived the Dynabook concept which defined the conceptual basics for laptop and tablet computers and E-books, and is the architect of the modern overlapping windowing GUI. Because the Dynabook was conceived as an educational platform, Kay is considered to be one of the first researchers into mobile learning, and indeed, many features of the Dynabook concept have been adopted in the design of the One Laptop Per Child educational platform, with which Kay is actively involved.

Kay has lectured extensively on the idea that the computer revolution is very new, and all of the good ideas have not been universally implemented.

Carla Meninsky

Carla Meninsky is a former video game designer during the early years of the Atari 2600. Along with Carol Shaw, Meninsky was one of two female engineers at Atari to develop video game cartridges released in the early 1980s.

Meninsky's mother was a programmer and Carla learned programming in high school, but she switched from mathematics to neuropsychology and brain modelling at Stanford University. Given her artistic bent, Meninsky was particularly interested in vision and eventually veered back toward programming and a lifelong dream of creating animation tools. She presented her animation idea to Atari and was hired, but in the fluid environment characteristic of an early start-up, her talents were soon put to videogame programming. Meninsky's Atari 2600 credits include the 1980 racing game Dodge 'Em (an unofficial version of Sega's 1979 Head On coin-op) and a 1981 port of Atari's Warlords. Meninsky also worked on the 2600 port of Star Raiders (originally designed by Doug Neubauer and released in 1979 for the Atari 8-bit family of computers) and an unreleased prototype of Tempest.

While pursuing venture capital for animation, Meninsky worked for Electronic Arts and other game publishers and eventually started her own successful contract programming company. In the course of writing contracts and seeing intellectual property rights being ignored by some companies, she became interested in intellectual property law.

Meninsky graduated from George Washington University Law School and now practices intellectual property law. As an EPIC Public Interest Opportunities Program Fellow, Meninsky testified before the U.S. Senate in 2002.

Meninsky has worked as a summer teacher of International Financial Law at the London School of Economics.

Alan Miller

Alan Miller is an early game designer and programmer for the Atari 2600 who co-founded video game companies Activision and Accolade.

Miller studied electrical engineering and computer science at the University of California, Berkeley, graduating in 1973.

Miller joined Atari in February 1977 and was one of the first four Atari 2600 game designers. His 2600 titles include Surround, Hunt & Score, Hangman and Basketball. With others, he co-authored the operating system for the Atari 400/800/1200 computers in late 1978 and early 1979. His last game for Atari, Basketball, was one of the first ROM games for the Atari computers. Miller did not work on any Atari 2600 cartridges during his last year with Atari.

In late 1979, Miller left Atari with three other programmers, David Crane, Larry Kaplan and Bob Whitehead. They were disillusioned and disappointed with Atari's refusal to give them screen credit for any of the games they worked on. With music industry executive, Jim Levy, they formed Activision, the first independent video game developer and publisher. Activision rapidly grew to USD$159 million in revenue in 1983, its third year of sales. Miller acted as Vice President of Product Development and designed several of the company's first games. Among his games designed while with Activision are Checkers, Tennis, Ice Hockey, Starmaster and Robot Tank. Miller experimented with implementing a 3D display for the game Checkers but due to technical limitations of both the Atari 2600 and television sets of the era, the idea was dropped.

After ten years at Accolade, Miller left in 1994. Ironically, Accolade hit hard times and in 1999 was purchased by Infogrames, which later changed its subsidiaries' names to Atari Inc., Atari Europe, Atari Australia, and Atari Japan respectively.

In September 2001, Miller rejoined David Crane at Crane's company, Skyworks Technologies, a leading developer of custom branded online games for Fortune 100 companies, where he served as Vice President of Business Development for four years.

Jay Miner

Jay Glenn Miner was an American integrated circuit designer, known primarily for developing multimedia chips for the Atari 2600 and Atari 8-bit family and as the "father of the Amiga".

Miner started in the electronics industry with a number of designs in the medical world, including a remote-control pacemaker.

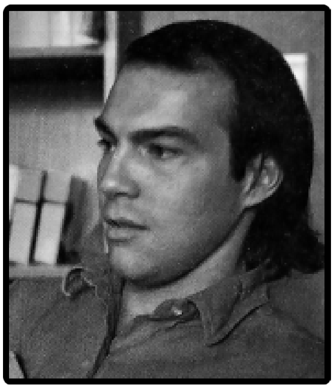
He moved to Atari in the late 1970s. One of his first successes was to combine an entire breadboard of components into a single chip, known as the TIA. The TIA was the display hardware for the Atari 2600, which would go on to sell millions. After working on the TIA he headed up the design of the follow-on chip set known as ANTIC and CTIA. These chips would be used for the Atari 8-bit family of home computers and the Atari 5200 video game system.

In the early 1980s Jay, along with other Atari staffers, had become fed up with management and decamped. They set up another chipset project under a new company in Santa Clara, called Hi-Toro (later renamed to Amiga Corporation), where they could have creative freedom. There, they started to create a new Motorola 68000-based games console that could be upgraded to a computer. To raise money for the Lorraine project, Amiga Corp. designed and sold joysticks and game cartridges for popular game consoles such as the Atari 2600 and ColecoVision. Atari continued to be interested in the team's efforts throughout this period, and funded them with $500,000 in capital in return for first use of their resulting chipset.

Jay worked at Commodore-Amiga for several years, in Los Gatos, California. They made good progress at the beginning, but as Commodore management changed, they became marginalised and the original Amiga staff was fired or left out on a one-by-one basis, until the entire Los Gatos office was closed.

Jay endured kidney problems for most of his life, according to his wife, and relied on dialysis. His sister donated one of her own. Miner died due to complications from kidney failure at the age of 62.

Warren Robinett



Joseph Warren Robinett, Jr. is a designer of interactive computer graphics software, notable as the developer of the Atari 2600's Adventure — the first graphical adventure video game — and as a founder of The Learning Company, where he designed Rocky's Boots and Robot Odyssey.

Robinett graduated in 1974 with a B.A. from Rice University, with a major in "Computer Applications to Language and Art". After graduating from Rice University, he was a Fortran programmer for Western Geophysical in Houston, Texas. He received an M.S. from University of California, Berkeley in 1976, and went to work at Atari in November 1977.

His first effort at Atari was Slot Racers for the Atari 2600. While he was working on it, he had discovered and played Crowther and Woods' Colossal Cave Adventure at the Stanford Artificial Intelligence Laboratory, and decided that a graphical video game version "would be really cool". However, with 128 bytes of RAM and 4096 bytes of ROM, Atari's Adventure was a much simpler program, and with only a joystick for input, the set of "commands" was necessarily brief. Adventure was a hit upon its 1979 release, and eventually sold a million copies.

Atari designers at the time were not given credit for their games, because Atari feared having to bargain with well-known designers. In response to this, Robinett placed a hidden object in the game that would allow the player to reach a hidden screen which displayed the words "Created by Warren Robinett," hence creating one of the earliest known Easter eggs in a video game, and the first to which the name "Easter egg" was applied.

Robinett then wrote the BASIC Programming cartridge, finishing both BASIC Programming and Adventure in June 1979, and quit Atari.

He founded The Learning Company in 1980, and worked on several educational games there, including Rocky's Boots for the Apple II series computer. He has since worked on virtual reality projects for NASA and the University of North Carolina.

Carol Shaw

Originally an Atari employee, Carol Shaw is said to be the first female video game designer (for her unreleased Polo game in 1978, and 3-D Tic-Tac-Toe game in 1979).

Born in 1955, Shaw was born and raised in Palo Alto, California. Her father was a mechanical engineer and worked at the Stanford Linear Accelerator Center. Shaw first became interested in computers in high school when she used a computer for the first time and discovered she could play text-based games on the system. Shaw attended the University of California, Berkeley and graduated with a B.S. in Electrical Engineering and Computer Science in 1977. She went on to complete a master's degree in Computer Science at Berkeley.

At Atari, Shaw's official job title was Microprocessor Software Engineer. She left Atari in 1980 to work for Tandem Computers.

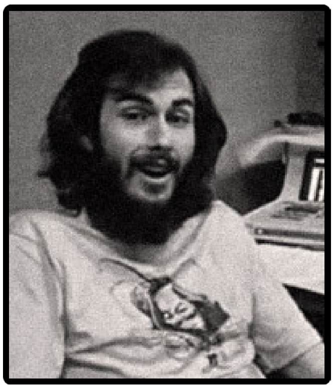
After 16 months she was contacted by an employee of Activision (possibly Alan Miller) with a job offer which would include stock options. She also attended an interview at Imagic but they did not offer her a position at the company on account of a lack of experience in writing action games. Shaw joined Activision in 1982. At Activision she programmed her best-known game, River Raid. According to the manual of River Raid, she is a "scholar in the field of Computer Science." With Keith Brewster she worked on the Atari Basic Reference Manual.

Shaw left Activision in 1984 after designing Happy Trails for the Intellivision and River Raid for the Atari 800 and Atari 5200. Her other credits include Video Checkers in 1981 and Super Breakout.

From 1984-90 Shaw worked at her former employer, Tandem. She took early retirement in 1990 and subsequently did some voluntary work including a position at the Foresight Institute. She has credited the success of River Raid as being a significant factor in enabling her to retire early.

Shaw lives in California and has been married to Ralph Merkle, a researcher in nanotechnology since 1983.

Howard Scott Warshaw



Howard Scott Warshaw, also known as HSW, is an American psychotherapist and former game designer who is best known for his work at Atari in the early 1980s.

Before entering game design, Warshaw was "Colorado born, Jersey raised, and New Orleans schooled." He attended Tulane University, where he received a Bachelor's Degree, with a double major in Math and Economics. He graduated Phi Beta Kappa and received a scholarship for his graduate work in Computer Science. One year later he received his Master's Degree in Computer Engineering.

After graduation, he began work at Hewlett-Packard as a multi-terminal systems engineer. In 1981, he went to work for Atari.

Warshaw's first success, Yars' Revenge, first started as an Atari 2600 adaptation of the arcade game Star Castle. However, as limitations became clear, Warshaw re-adapted the concept into a new game involving mutated houseflies defending their world against an alien attacker. The game's working title was Time Freeze. Playtesting by Atari found that the game was popular with women. The game was a major success and is still regarded as one of the best games made for the Atari 2600. This led Warshaw to be picked as the designer of the game adaptation of the film Raiders of the Lost Ark, which was also a commercial success and was critically acclaimed at the time.

It was his success on Raiders that led to Warshaw being chosen to design and program the ill-fated Atari 2600 adaptation of E.T. the Extra-Terrestrial. Problems began early as he was only given five weeks to go from concept to finished product. Warshaw was assisted by Jerome Domurat, a graphics designer at Atari. Although the game was finished on time, it was poorly received and seen as being confusing and frustrating.

Following the collapse of Atari, Warshaw wrote two books. The first, The Complete Book of PAN, is a guide to the card game of the same name. In the second, Conquering College, Warshaw discusses his techniques toward academic success, referred to as RASABIC (Read Ahead, Stay Ahead, Be In Class).

Bob Whitehead

Robert A. "Bob" Whitehead is an early game designer and programmer for the Atari 2600 who co-founded video game companies Activision and Accolade.

Whitehead worked for Atari in the late 1970s developing games for the Atari 2600. There, he developed several games, including a VCS implementation of chess, a feat many other programmers considered impossible for the system. He was also one of the developers of the operating system for the Atari 400/800 computers. Later, Whitehead and a few other colleagues left and co-founded Activision.

There, with others, he created a VCS development system with an integrated debugger and minicomputer-hosted assembler. It was used for most of Activision's VCS titles. He also developed a "venetian blinds" animation technique: an algorithm that horizontally reused and vertically interlaced sprites several times while rendering each frame, to give the illusion that the system had more than the maximum number of sprites allowed by the hardware.

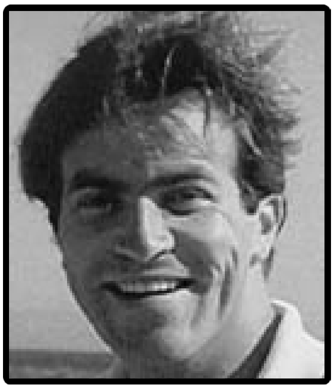
In 1984, he and other founders of Activision became disillusioned with their company. Their stock had dwindled in value and morale was low. They thought that diversification to the home computer market — such as with the Commodore 64 — was the key to success. He left Activision with Alan Miller, and they founded Accolade. Soon after, Whitehead left the video game industry for good.

Whitehead left in order to "give back to God and spend time with 'the fam'". After leaving Accolade, Whitehead says he helped with "low income families, getting non-profit religious start-ups going, [and] spending time in the garden."

Of the current state of the industry, Whitehead said that it is:

> "Too dark and derivative for my taste. The console and computer gaming business is too narrowly defined by the 14 [year old] male mentality and all his not-so-honorable fantasies. It's being driven by what has worked and afraid of what a 10 million dollar development bust will entail. It has lost its moral compass."

Steve Woita



Steve Woita is an American computer and video game designer, programmer, and electronics hardware designer with over 30 years of experience. He has worked for notable high tech companies such as Apple, Sirius Software, Atari, Sega, and 3DO. A majority of his career has been focused on designing and creating games for various platforms.

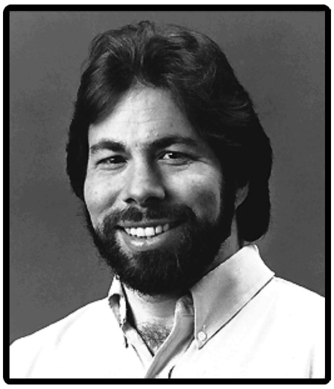
At Apple (1980-1982), Steve was responsible for debugging and fixing Apple II motherboards after "burn in". He was instrumental in diagnosing and coming up with a solution for fixing a "color noise leak" issue that caused text to appear fuzzy. His solution, replacing a specific resistor on the motherboard with a different value resistor was approved by Steve Wozniak and put into subsequent production.

While at Apple, Bill Budge asked Steve if it were possible to hook two Atari-style controllers to the Apple II for a game called Crazy Climber. He was able to create a prototype, then contacted an engineer in the Apple R&D lab, Keithen Hayenga, who was working on a four paddle device. They combined the two, creating a device that Steve Jobs approved for development by a third party. Sirius Software acquired the rights to produce this product, The Joyport, which was introduced in 1981. The Joyport allowed four game paddles and two Atari-style controllers to be hooked up to the Apple II.

At Atari (1982-1984), Steve designed and created four published titles for the Atari 2600: Quadrun (1983), Taz (1983), Asterix (1983, Europe), and Garfield (1984).

Steve joined the Sega development division Sega Technical Institute in 1992, when his cousin-in-law, Scott Chandler, mentioned to his manager, Mark Cerny, that Steve might be available to join the group and would be a tremendous asset to the Kid Chameleon project then currently under development. Steve later went on to contribute to two other notable Sega titles, Sonic Spinball and Sonic the Hedgehog 2, as a designer and programmer.

Steve Wozniak



Stephen (or Stephan) Gary "Steve" Wozniak, known as "Woz", is an American pioneer of the personal computer revolution of the 1970s.

Wozniak was born in San Jose, California, the son of Margaret Elaine and Jacob Francis "Jerry" Wozniak. He is of Polish and Swiss-German ancestry on his father's side and of German, Irish, and English descent on his mother's.

In 1969, Wozniak returned to the Bay area after being expelled from University of Colorado Boulder in his first year for hacking into the institution's computer system. He later re-enrolled at De Anza College and transferred to University of California, Berkeley in 1971. Following a ten-year stint of employment at Hewlett-Packard where he and Steve Jobs befriended one another, he went on to complete his Engineering degree in 1986.

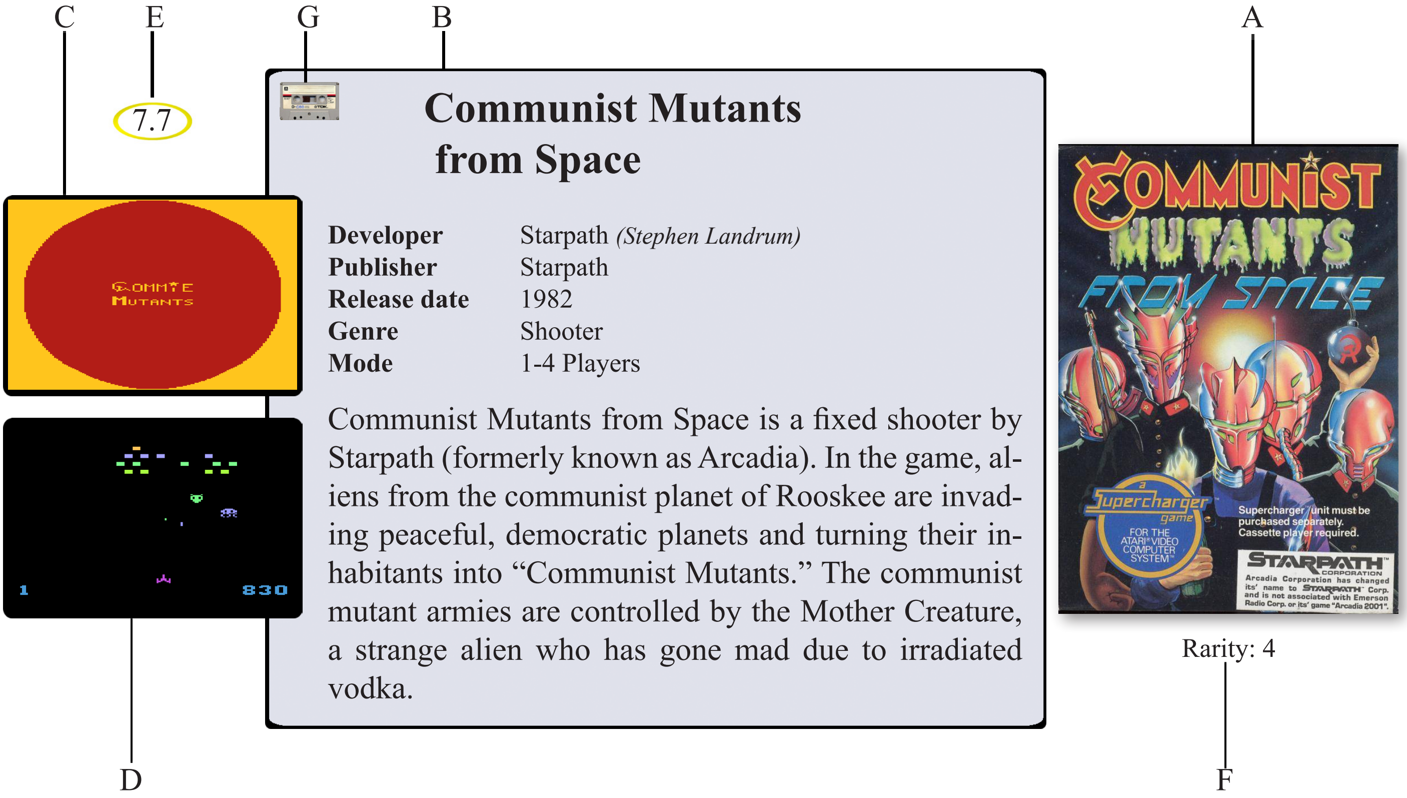
In 1973, Jobs was working for arcade game company Atari, Inc. in Los Gatos, California. He was assigned to create a circuit board for the arcade video game Breakout. According to Atari co-founder Nolan Bushnell, Atari offered $100 for each chip that was eliminated in the machine. Jobs had little knowledge of circuit board design and made a deal with Wozniak to split the fee evenly between them if Wozniak could minimize the number of chips. Wozniak reduced the number of chips by 50, by using RAM for the brick representation. Too complex to be fully comprehended at the time, the fact that this prototype also had no scoring or coin mechanisms meant Woz's prototype could not be used. Jobs was paid the full bonus regardless. Jobs told Wozniak that Atari gave them only $700 and that Wozniak's share was thus $350. Wozniak did not learn about the actual $5,000 bonus until ten years later, but said that if Jobs had told him about it and had said he needed the money, Wozniak would have given it to him.

Wozniak remains an employee of Apple and receives a stipend, estimated to be $120,000 per year. He is also an Apple shareholder. He also maintained a fine acquaintance with Steve Jobs until Jobs' death in October 2011, although, in 2006, Wozniak stated that he and Jobs were not as close as they used to be.

2600 Games

This is the main portion of the book. A collection of every “official” Atari 2600 game with cover art, screenshots and some information about the game. The Atari 2600 library was a hard to nail down. As such, the main portion does include games that had an unofficial release (a release not supported by Atari, like the Mystique Porn games).

Page Break-Down


C
E
G
B
A
7.7
COMMIE MUTANTS
1
830
D
F
COMMUNIST MUTANTS FROM SPACE
a Supercharger game
FOR THE ATARI VIDEO COMPUTER SYSTEM
Supercharger unit must be purchased separately. Cassette player required.
STARPATH CORPORATION
Arcadia Corporation has changed its' name to STARPATH Corp. and is not associated with Emerson Radio Corp. or its' game "Arcadia 2001".

Communist Mutants from Space

Developer	Starpath *(Stephen Landrum)*
Publisher	Starpath
Release date	1982
Genre	Shooter
Mode	1-4 Players

Communist Mutants from Space is a fixed shooter by Starpath (formerly known as Arcadia). In the game, aliens from the communist planet of Rooskee are invading peaceful, democratic planets and turning their inhabitants into “Communist Mutants.” The communist mutant armies are controlled by the Mother Creature, a strange alien who has gone mad due to irradiated vodka.

Rarity: 4

A. Cover-Art

This represent the cover art, mostly the NTSC version. I used mainly GameFAQs for much of the pictures.

B. Info

This is the Info box. I used mainly wikipedia and atariage.com for help for information on the Developers and Publishers. I suspect some of the information is wrong, as often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the home console port for example. Also, information often differ from different sources. “Mode” are what the maximum players the game support. I used the information found on both atariage.com and atarimania.com. In the info or trivia section, I wanted some content that would reflect on what the game is about, or an interest part of trivia. If I used another site for information and did a direct transcript, I would try to credit the source material. The credit is in *italic*. On the developers I also included the original developer (and not just the company) on request by AtariAge user, DanOliver. This information is from atariage and atarimania.

C. Title/Screen Screen

This is a screenshot from the title screen of the game if I found it or if it was present (not every game had one, just a start screen). I most often used atariage.com for pictures.

D. Screen-shot

This is a random screenshot from the game. I mainly used atariage.com.

E. Web Reviews

The review score SHOULD and MUST be taken with a grain of salt. I used the review score from “GameFAQs.com”, cause` they can sometimes be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one.

F. Rarity

In this section is used the rarity info found on atariage.com. The rarity scale is a general indicator of how easy or difficult it is to come across a game. The scale starts at 1 (very easy to find) and finishes at 10 (nearly impossible to locate). Thanks to auction sites such as eBay, even extremely rare games come up for auction frequently enough, but these often command a fairly high price depending on the rarity. Remember, you should just take these scores with a grain of salt, and should only be used as a refrence point, and not to be taken all too literally. The rarity listed are for the NTSC releases. Since the games often had several different releases, the rarity is simplified. For a more complete rarity guide, please visit atariage.com or see the checklist at the back of the book.

G. Cassette release

Starpath had several cassette releases. If the game had a cassette release instead of a regular cartridge release, a cassette tape is listed here.

Have You Played Atari Today?

Collecting for the System.

GRAVITAR
GRAVITAR
Miner 2049
SUBMARINE COMMANDER
GRAND PRIX
SAVE THE DAY
SUBTERRANEA
Picnic
RADAR LOCK
MASTER BUILDER
GHOST

The Atari 2600 is the system most Atari people collect games for. This is likely due to more people owning a 2600 than any other classic gaming system. Back in its heyday, who didn’t have an Atari? This has two effects. First many people have a nostalgia for the 2600 and pick one up to play all the games they remember from their past. And second, because so many people had one, it’s one of the easiest systems to collect for as there are so many games floating around.

Of course, it’s only easy to collect for if you’re a casual collector who’s just looking for the more common games that most people enjoyed in their youth. Games like Combat, Air-Sea Battle, Yars’ Revenge, Pitfall!, Adventure, River Raid, Asteroids, Demon Attack, and Chopper Command bring back fond memories for many and fortunately are very easy to come across. But if you’re a serious collector who’d like to check off every game released for the Atari 2600 (ha!) then you have a serious challenge, as the 2600 can also be the most challenging system to collect for. At the time of the big game crash of 1984, the Atari 2600 market was saturated with games, many of which had low production runs and a short-lived shelf life. Many rare games never even made it to store shelves, such as those offered by the Atari Club (Swordquest Waterworld, Crazy Climber, and Quadrun, for instance).

“atariage.com”

3D Tic-Tac-Toe

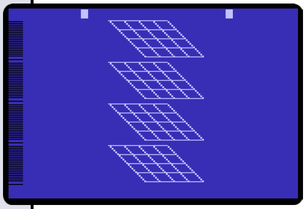
3-D TIC-TAC-TOE
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
9 VIDEO GAMES
EIGHT SKILL LEVELS
ONE PLAYER • TWO PLAYERS
ATARI
CX 2618
A Warner Communications Company

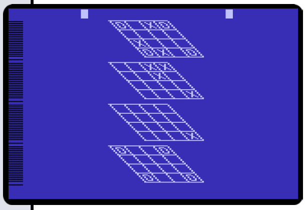
Rarity: 2
Sears: 3

Developer	Atari *(Carol Shaw)*
Publisher	Atari
Release date	1980
Genre	Strategy
Mode	1-2 Players

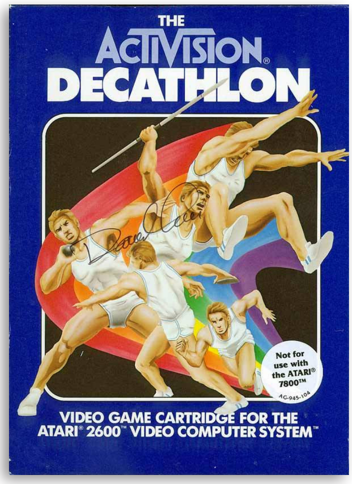
3-D Tic-Tac-Toe, also known by the trade name Qubic, is a board game. It is similar in concept to traditional Tic-Tac-Toe but is played in a cubical array of cells, usually 4x4x4. Atari released a graphical version of the game for the Atari 2600 console and Atari 8-bit computers in 1979. The program was written by Carol Shaw, who went on to greater fame as the creator of Activision's River Raid.It uses the standard joystick controller.

5.3





The Activision Decathlon


THE
ACTIVISION
DECATHLON
Not for use with the ATARI® 7800™
VIDEO GAME CARTRIDGE FOR THE ATARI® 2600™ VIDEO COMPUTER SYSTEM™

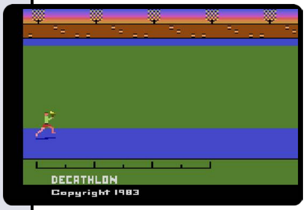
Rarity: 3

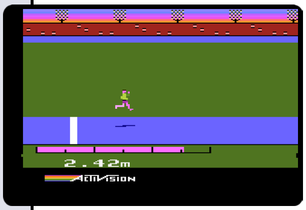
Developer	Activision *(David Crane)*
Publisher	Activision
Release date	1983
Genre	Sports
Mode	1-4 Players

The Activision Decathlon is a multiplatform sports game where players compete in the ten different events of a real-life decathlon, either in sequence or individually.

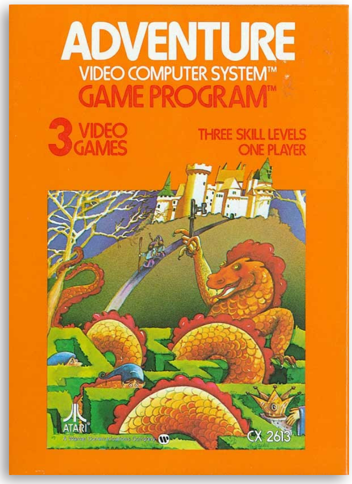
The game became somewhat notorious for the amount of wear or damage inflicted upon console controllers, namely the Atari 2600 version where rapid back-and-forth movement of the joystick propels the athlete down the track.

6.5


DECATHLON
Copyright 1983


2.42m
ACTIVISION

Adventure

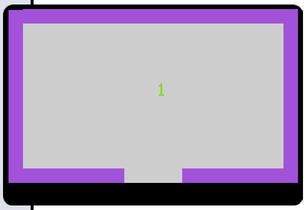

ADVENTURE
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
3 VIDEO GAMES
THREE SKILL LEVELS
ONE PLAYER
ATARI
CX 2613

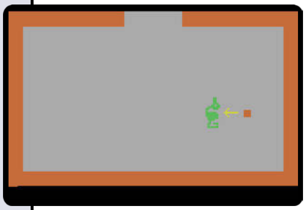
Rarity: 2
Sears Text Labe: 3
Sears Picture Labe: 4

Developer	Atari *(Warren Robinett)*
Publisher	Atari
Release date	1979
Genre	Adventure
Mode	1 Player

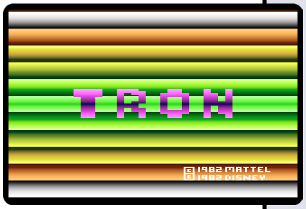
Adventure was conceived as a graphical version of the 1977 text adventure Colossal Cave Adventure. It took developer Warren Robinett approximately one year to design and code the game, during which time he had to overcome a variety of technical limitations in the Atari 2600 console hardware, as well as difficulties with management within Atari. In this game, he introduced the first widely known video game Easter egg, a secret room containing text crediting himself.

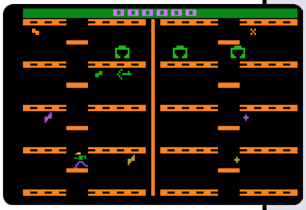
7.7





6.5


TRON
©1982 MATTEL
©1982 DISNEY



Adventures of Tron

Developer	INTV *(Hal Finney)*
Publisher	INTV
Release date	1982
Genre	Action
Mode	1 Player

Adventures of TRON was based on the Walt Disney motion picture TRON, and was programmed by APh for Mattel.

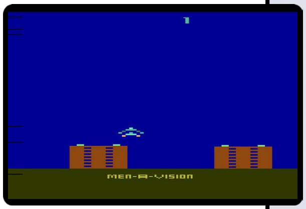
In addition to being sold separately, the game was also packaged with TRON: Deadly Discs and a special blue TRON joystick. Consumers who bought the games separately could also send in proof of purchase and get a free joystick.

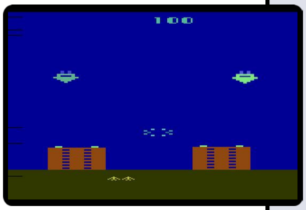
"atariage.com"

M NETWORK
For Your Atari* Video Game System
ADVENTURES OF TRON
VIDEO GAME CARTRIDGE

Rarity: 3

6.1

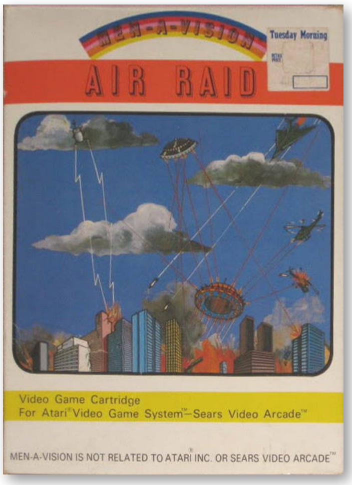

MEN-A-VISION



Air Raid

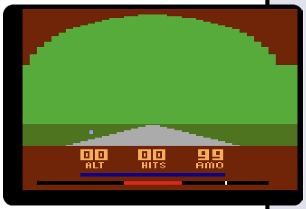
Developer	Men-A-Vision *(Garry Kitchen)*
Publisher	Men-A-Vision
Release date	1982
Genre	Shooter
Mode	1 Player

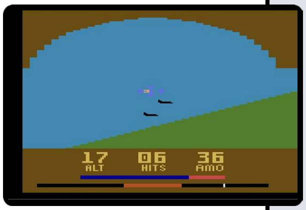
Air Raid is considered to be the rarest game released for the Atari 2600, only 12 copies known to exist. Its cartridge is a blue T-handle design with a picture of flying saucers attacking a futuristic city. It was the only game released by Men-A-Vision and had an extremely limited distribution, making it highly sought after by video game collectors. It is not uncommon for the game to sell in the thousands of dollars when listed on eBay.


MEN-A-VISION
Tuesday Morning
AIR RAID
Video Game Cartridge
For Atari Video Game System—Sears Video Arcade
MEN-A-VISION IS NOT RELATED TO ATARI INC. OR SEARS VIDEO ARCADE

Rarity: 10

6.2


00 ALT
00 HITS
99 AMO


17 ALT
06 HITS
36 AMO

Air Raiders

Developer	M-Network *(Larry Zwick)*
Publisher	INTV, M Network
Release date	1982
Genre	Action
Mode	1 Player

Air Raiders is an action game released for the Atari 2600 by Mattel in 1982. In the game, players has the view from the cockpit of a jet fighter. A feature of the game includes a horizontal tilt that happens when the jet fighter turns to the left or the right for realistic simulation. The goal is to fire at enemy aircraft. The player also has to worry about not making a quick dive after an enemy craft that would lead to a crash landing.

M NETWORK
For Your Atari* Video Game System
AIR RAIDERS
VIDEO GAME CARTRIDGE

White Label: 3
Black Label: 2

Air-Sea Battle

6.4

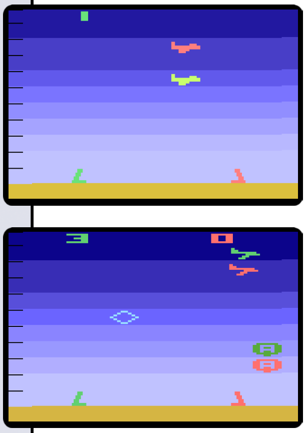
AIR·SEA BATTLE
VIDEO COMPUTER SYSTEM
GAME PROGRAM
27 VIDEO GAMES
ANTI-AIRCRAFT • TORPEDO • POLARIS • SHOOTING GALLERY • BOMBER • POLARIS VS BOMBER
ATARI
CX 2602

Rarity: 2
Alt. Text Label: 3

Developer	Atari *(Larry Kaplan)*
Publisher	Atari
Release date	1977
Genre	Action
Mode	1-2 Players

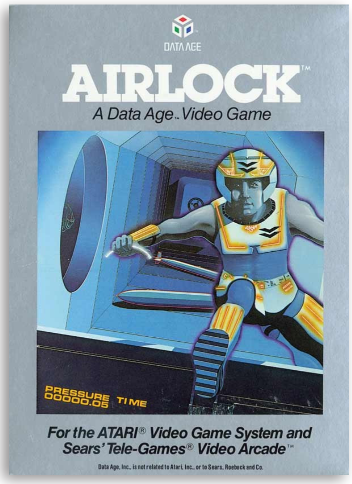
Designed by Larry Kaplan, it was one of the nine Atari 2600 launch titles. It was also released by Sears as Target Fun and was the pack-in game with the original Sears Tele-Games version of the Atari 2600.

There are six basic types of game available in Air-Sea Battle, and for each type, there are one or two groups of three games, for a total of twenty-seven game variants.



Airlock

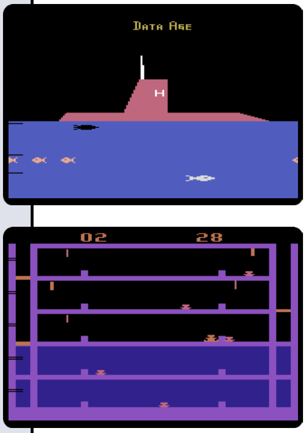
4.9


DATA AGE
AIRLOCK
A Data Age Video Game
PRESSURE 00000.05 TIME
For the ATARI® Video Game System and Sears' Tele-Games® Video Arcade™

Rarity: 3

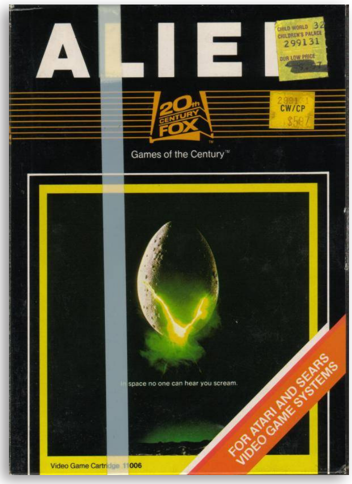
Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Action
Mode	1-2 Players

Airlock is an action game developed by Data Age in which the player is trapped in a crashed nuclear submarine which has begun taking on water. They need to escape by making their way up the levels of the submarine one at a time. Each floor has two hatch keys that need to be collected in order to unlock the elevator to the next level. There is a time limit, though; if they take too long the floor will flood and they'll be unable to escape.


DATA AGE
02
28

Alien

4.4

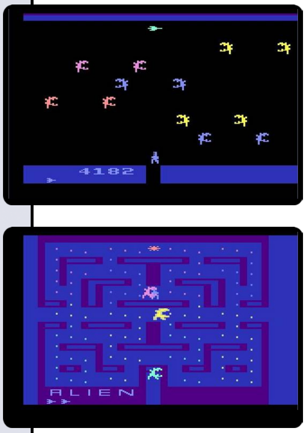

ALIEN
20th CENTURY FOX
Games of the Century
In space no one can hear you scream.
FOR ATARI AND SEARS VIDEO GAME SYSTEMS
Video Game Cartridge 11006

Rarity: 4
Xante: 10

Developer	20th Century Fox *(Doug Neubauer)*
Publisher	20th Century Fox
Release date	1982
Genre	Action
Mode	1 Player

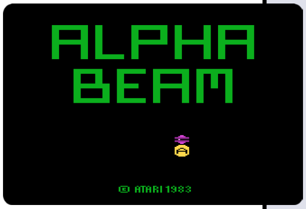
In this game based, loosely, on the movie of the same name, players have to move through a maze (the halls of the ship in the manual), ala Pac-Man, collecting dots (destroying alien eggs).

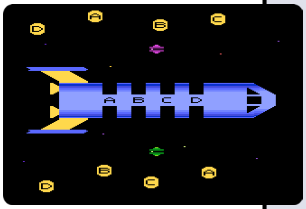
The game also got a Xante release. Similar to Romox, a customer would select a game from a catalog, and a cartridge would be created on the spot. The game came with a generic box, instruction sheet, and cartridge label.



7.3

Alpha Beam with Ernie

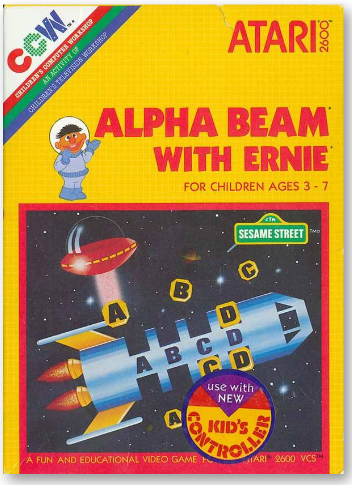

ALPHA BEAM
© ATARI 1983



Developer	Atari, Children's Computer Workshop *(P: Michael Callahan, G:Preston Stuart)*
Publisher	Atari
Release date	1983
Genre	Edutainment
Mode	1-2 Players

Alpha Beam With Ernie is an edutainment video game developed in conjunction with the Children's Computer Workshop. The object of the game is to help Sesame Street's Ernie pilot a small shuttle, collect fuel tanks (marked by a letter of the alphabet), and return them to his space ship so that he can return to Earth.

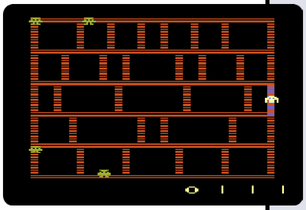
The game is compatible with the Atari Kid's Controller, which was sold separately.

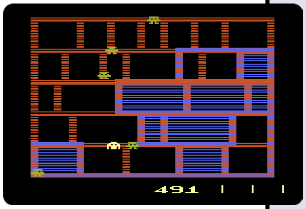

CCW
ATARI 2600
ALPHA BEAM WITH ERNIE
FOR CHILDREN AGES 3 - 7
SESAME STREET
use with NEW KID'S CONTROLLER
A FUN AND EDUCATIONAL VIDEO GAME

Rarity: 4

6.8

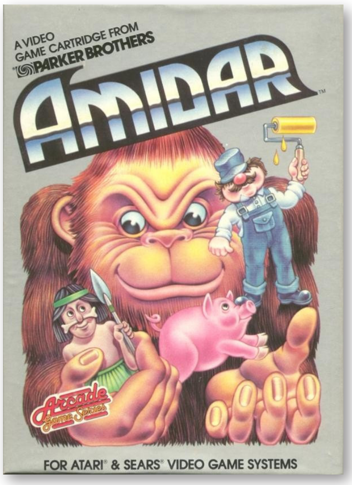
Amidar





Developer	Parker Brothers *(Ed Temple)*
Publisher	Parker Brothers
Release date	1982
Genre	Maze
Mode	1 Player

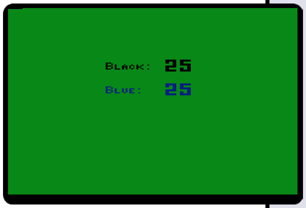
Amidar is a simplified port of a Konami arcade game. Its basic format is similar to that of Pac-Man: the player moves around a fixed rectilinear lattice, attempting to visit each location on the board while avoiding the enemies. When each spot has been visited, the player moves to the next level.

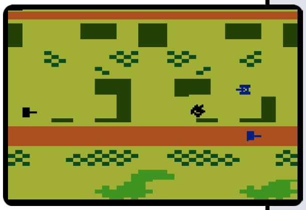

A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
AMIDAR
Arcade Game Series
FOR ATARI® & SEARS® VIDEO GAME SYSTEMS

Rarity: 2

6.3

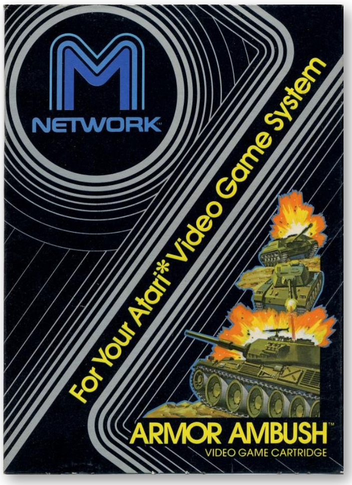
Armor Ambush


BLACK: 25
BLUE: 25



Developer	M-Network *(Hal Finney)*
Publisher	INTV, M Network
Release date	1982
Genre	Shooter
Mode	1-2 Players

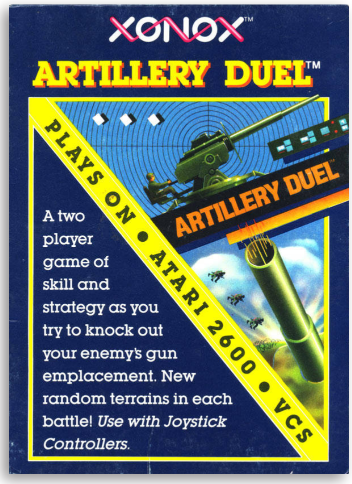
Armor Ambush is the Atari version of the Intellivision Armor Battle cartridge. Armor Ambush expands upon the simple battles available to players of Combat. The field of battle occupies a region greater than the size of the screen. Additionally, players can drop mines on the battlefield by simultaneously pressing the fire button and pulling down on the joystick. Players are able to control two tanks and switch between them on command.


M NETWORK
For Your Atari* Video Game System
ARMOR AMBUSH
VIDEO GAME CARTRIDGE

White Label: 4
Black Label: 3

Artillery Duel

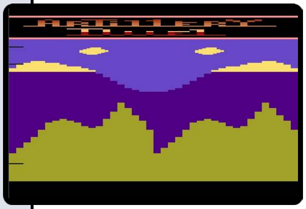
6.5

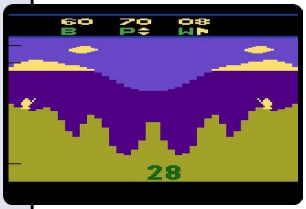

XONOX™
ARTILLERY DUEL™
PLAYS ON • ATARI 2600 • VCS
ARTILLERY DUEL
A two player game of skill and strategy as you try to knock out your enemy's gun emplacement. New random terrains in each battle! Use with Joystick Controllers.

Rarity: 5

Developer	Xonox *(John Perkins)*
Publisher	Xonox
Release date	1983
Genre	Strategy
Mode	1-2 Players

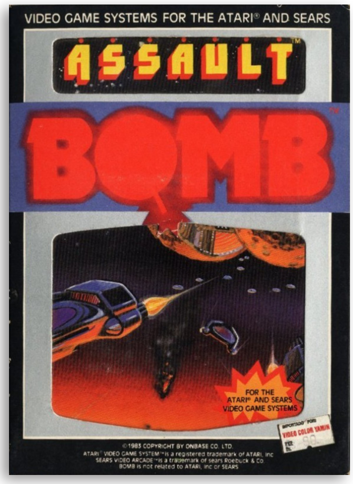
Artillery Duel is a strategy game and artillery clone for home console and computer systems developed by Xonox. The game takes gameplay common to many games of the time and adapts it to the limitations of the Atari 2600. The game consists of dueling cannons on either side of a hill or mountain of varying height and shape. Each player has control of the incline and force behind the shell launched, the objective being to score a direct hit on the opposing target.





Assault

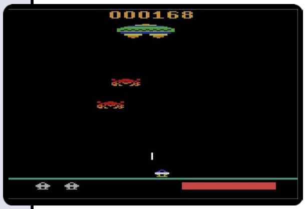
5.4

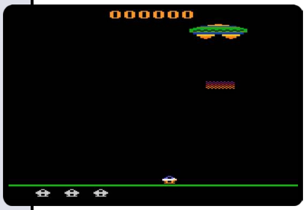

VIDEO GAME SYSTEMS FOR THE ATARI® AND SEARS
ASSAULT
BOMB
FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

Rarity: 9

Developer	Bomb
Publisher	Onbase
Release date	1983
Genre	Action
Mode	1 Player

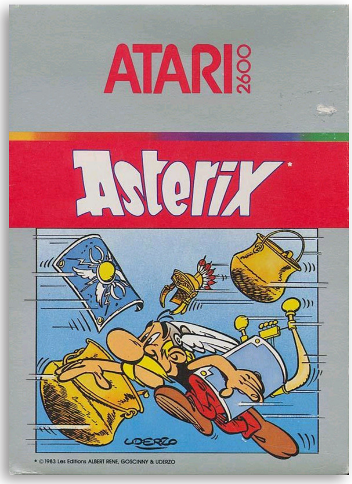
Assault is a shoot ‘em up released in 1983. The player is presented with an alien mother ship, which continually deploys three smaller ships during play. The mother ship and the smaller vessels shoot at a weapon the player is in command of, and the player’s aim is to eliminate the opposition while preventing the weapon from receiving enough fire to destroy it. The player uses a joystick to operate the game, and only one player at a time can play.





Asterix

6.6


ATARI 2600
Asterix
UDERZO

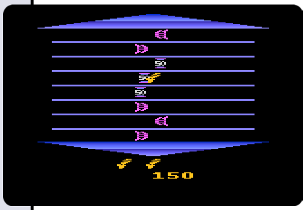
Rarity: 10

Developer	Atari *(Steve Woita)*
Publisher	Atari
Release date	1983
Genre	Action
Mode	1-2 Players

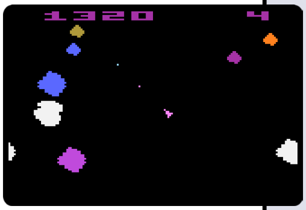
Asterix is essentially a European adaptation of the Taz platform game, made by replacing the Taz sprite with a sprite which vaguely resembles Asterix’s head.

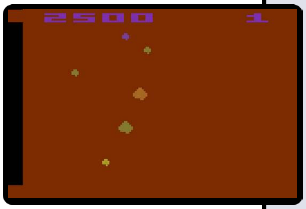
The game was primarily a PAL release; it had a very limited NTSC release

ASTERIX
©1983 ATARI



7.2

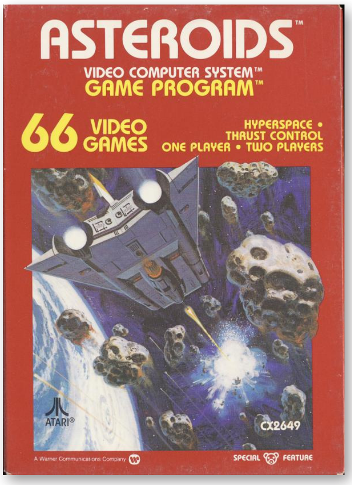




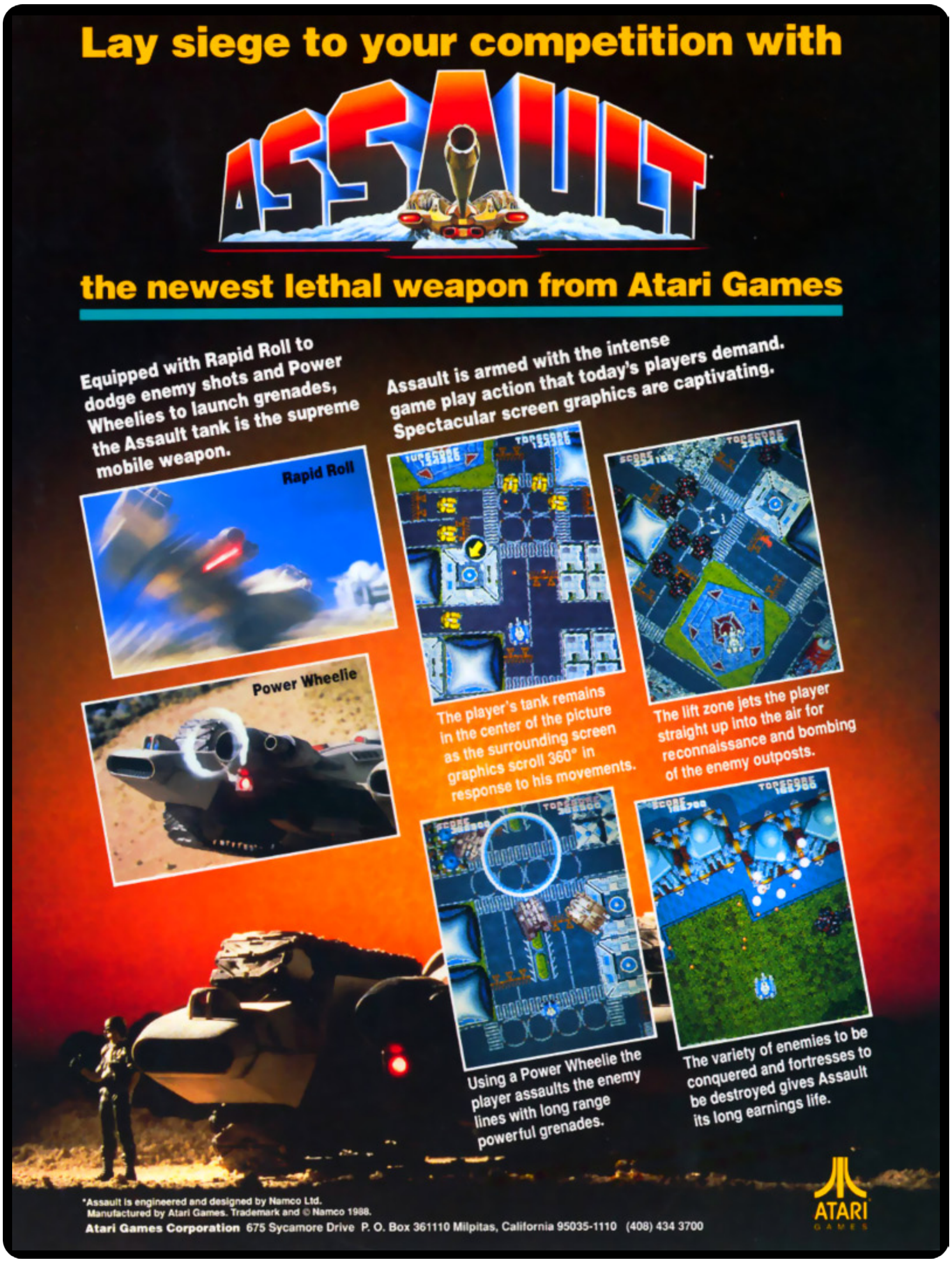
Asteroids

Developer	Atari *(Brad Stewart)*
Publisher	Atari
Release date	1981
Genre	Shooter
Mode	1-2 Players

Asteroids, one of the first major hits of the golden age of arcade games, is an arcade space shooter released in 1979. It has been ported to multiple platforms, including much of Atari's hardware. The 2600 port was the first game to use bank switching, a technique developed by Carl Nielsen's group of engineers that increased available ROM space from 4 KB to 8 KB. Brad Stewart, the programmer tasked to work on the port, used bank switching to complete the game.


ASTEROIDS™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
66 VIDEO GAMES
HYPERSPACE • THRUST CONTROL
ONE PLAYER • TWO PLAYERS
ATARI®
CX2649
A Warner Communications Company
SPECIAL FEATURE

Rarity: 1
Silver Label: 3
Sears: 2


Lay siege to your competition with
ASSAULT
the newest lethal weapon from Atari Games
Rapid Roll
Power Wheelie
ATARI GAMES

Equipped with Rapid Roll to dodge enemy shots and Power Wheelies to launch grenades, the Assault tank is the supreme mobile weapon.

Assault is armed with the intense game play action that today's players demand. Spectacular screen graphics are captivating.

The player's tank remains in the center of the picture as the surrounding screen graphics scroll 360° in response to his movements.

The lift zone jets the player straight up into the air for reconnaissance and bombing of the enemy outposts.

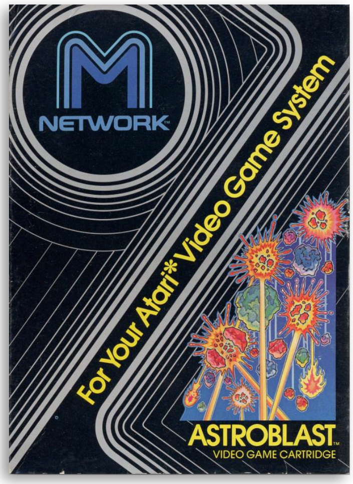
Using a Power Wheelie the player assaults the enemy lines with long range powerful grenades.

The variety of enemies to be conquered and fortresses to be destroyed gives Assault its long earnings life.

*Assault is engineered and designed by Namco Ltd.
Manufactured by Atari Games. Trademark and © Namco 1988.
Atari Games Corporation 675 Sycamore Drive P. O. Box 361110 Milpitas, California 95035-1110 (408) 434 3700

Astroblast

7.3

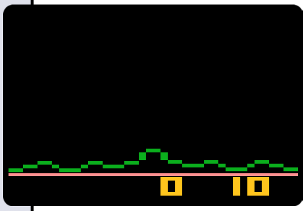

M
NETWORK
For Your Atari* Video Game System
ASTROBLAST
VIDEO GAME CARTRIDGE

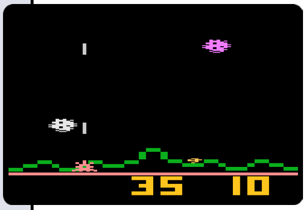
Black Label: 2
Silver Label: 3

Developer	M-Network *(Hal Finney)*
Publisher	M Network, Telegames
Release date	1982
Genre	Shooter
Mode	1 Player

This is a cut-down version of the Intellivision game Astrosmash. It resembles a cross between the early arcade games Space Invaders and Asteroids. The game involves using a laser cannon to destroy falling meteors, bombs, and other targets.

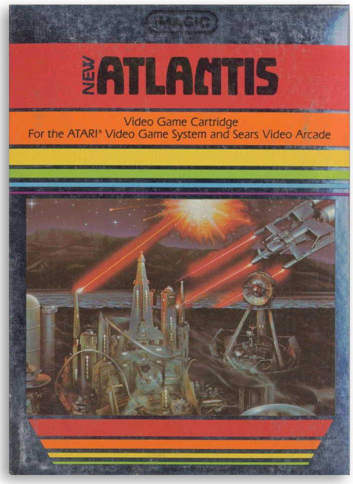
Astrosmash was originally conceived when a game called Meteor!, an Asteroids clone, did not fill up the ROM space of an entire cartridge. The extra space was used to create a variation of the game called Avalanche!





Atlantis

7.0

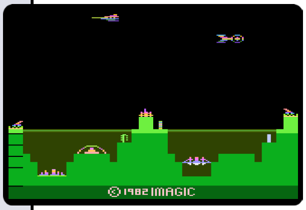

IMAGIC
NEW ATLANTIS
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade

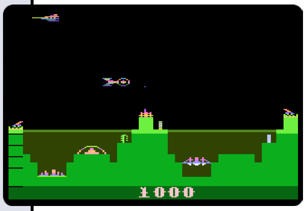
Rarity: 2
Blue Label: 4

Developer	Imagic *(Dennis Koble)*
Publisher	Imagic
Release date	1982
Genre	Shooter
Mode	1-2 Players

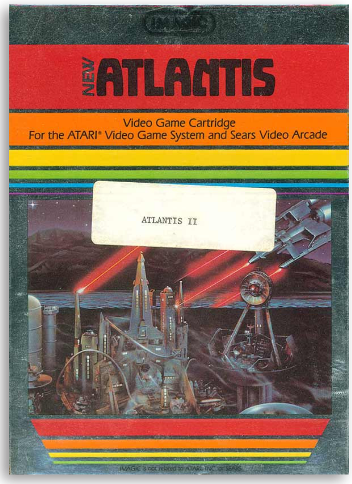
Atlantis is a fixed shooter for the Atari 2600. It was written by Dennis Koble who also wrote Trick Shot, Solar Storm, and Shootin Gallery' for Imagic. The player controls the last defenses of the City of Atlantis against the Gorgon invaders.

The Atari 2600 version received a Certificate of Merit in the "Video Game of the Year" category at the 4th annual Arkie Awards.


© 1982 IMAGIC



Atlantis II

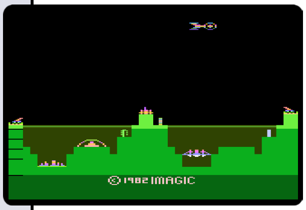

IMAGIC
NEW ATLANTIS
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade
ATLANTIS II

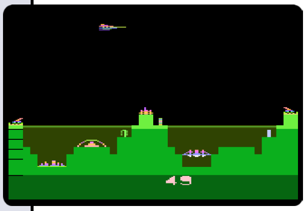
Rarity: 10

Developer	Imagic
Publisher	Imagic
Release date	1982
Genre	Shooter
Mode	1-2 Players

This is a special contest version of Atlantis. It was sent to the high scorers of the Defend Atlantis contest so that they could determine the top four scorers. While the game graphics are the same, it is much faster and fewer points are awarded for hits, making the game much more challenging.

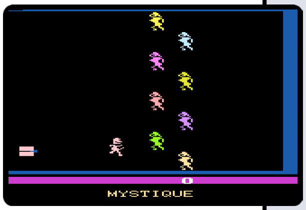
Limited to only 10 copies, the value has been rated at $6,000.00 by a few websites, but has sold for as much as $18,000.

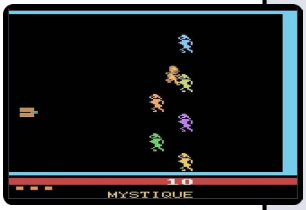

© 1982 IMAGIC



Bachelor Party

3.3




10
MYSTIQUE

Developer	Mystique
Publisher	PlayAround
Release date	1982
Genre	Breakout
Mode	1-2 Players

Bachelor Party, an adult-themed video game, is a simplified version of Breakout where the "ball" is made to look like a nude man and the "bricks" are made to look like nude women and the man bounces back and forth horizontally rather than vertically. The paddle is controlled by the player using a paddle controller.

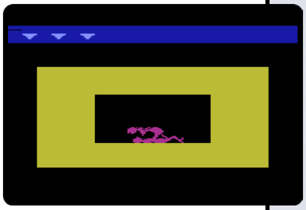
The premise of the game is that of an unnamed bachelor having his final fling with a room full of inexplicably nude women.

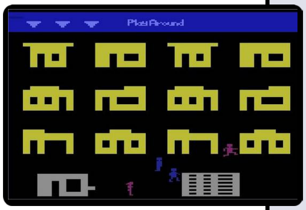
Mystique
ADULT VIDEO GAME CARTRIDGE
PRESENTS
SWEDISH EROTICA
BACHELOR Party
AN ADULT VIDEO GAME CARTRIDGE
For use with the ATARI Video Game System
NOT FOR SALE TO MINORS

Rarity: 5

Bachelor Party/Gigolo

2.0

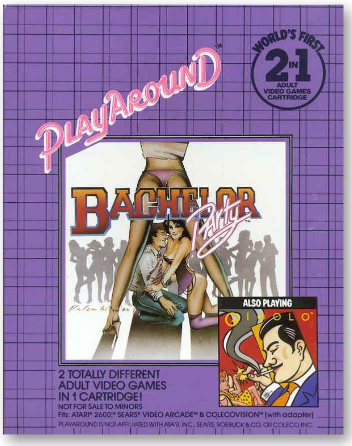



PlayAround

Developer	Mystique
Publisher	PlayAround
Release date	1982
Genre	Compilation
Mode	1-2 Players

This was a double-ended cartridge that contained Bachelor Party on one end and a new game, Gigolo, on the other.

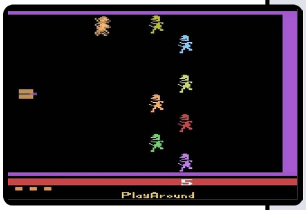
In Gigolo, men will leave the jail and head to various houses. The player, controlling a female, must collect some money from the bank and then make their way to the houses for sex she pays these men for. Once the money is in hand, the player has to avoid the thief who is out to rob all that cash.

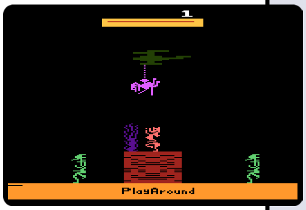

PlayAround
WORLD'S FIRST 2 IN 1 ADULT VIDEO GAMES CARTRIDGE
BACHELOR Party
ALSO PLAYING
GIGOLO
2 TOTALLY DIFFERENT ADULT VIDEO GAMES IN 1 CARTRIDGE!
NOT FOR SALE TO MINORS

Rarity: 5

Bachelorette Party/ Burning Desire

3.0


5
PlayAround


1
PlayAround

Developer	Mystique
Publisher	PlayAround
Release date	1982
Genre	Compilation
Mode	1-2 Players

Bachelorette Party has no difference in gameplay from Bachelor Party, but has the game sprites reversed.

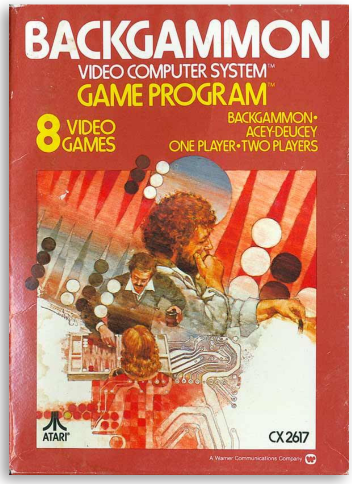
In Burning Desire, the players girlfriend has been captured by natives and is being burnt as a sacrifice. The player are hanging, naked, from a helicopter and must put the fires out by, it appears, spitting on them.

PlayAround
WORLD'S FIRST 2 IN 1 ADULT VIDEO GAMES CARTRIDGE
Burning Desire
ALSO PLAYING
BACHELORETTE PARTY
2 TOTALLY DIFFERENT ADULT VIDEO GAMES IN 1 CARTRIDGE!
NOT FOR SALE TO MINORS

Rarity: 5

Backgammon

5.9

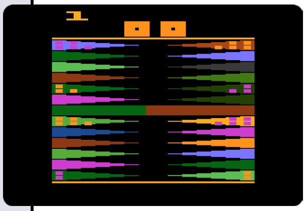

BACKGAMMON
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
BACKGAMMON• ACEY-DEUCEY
ONE PLAYER•TWO PLAYERS
ATARI
CX 2617
A Warner Communications Company

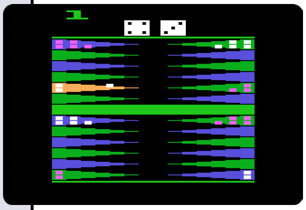
Rarity: 2
Sears: 3

Developer	Atari *(Craig Nelson)*
Publisher	Atari
Release date	1979
Genre	Board game
Mode	1-2 Players

This is the game backgammon and its variant, acey deucey. For backgammon, the standard rules are used. Acey Deucey was a variation created by sailors in the U. S. Navy. As such, the rules for acey deucey will vary from ship to ship and person to person.

“mobygames.com”





Bank Heist

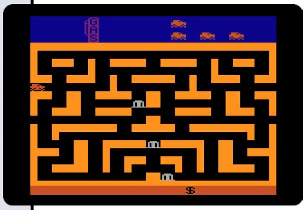
8.0

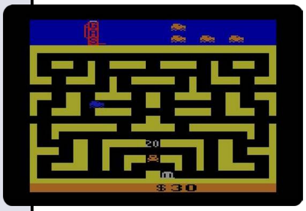
BANK HEIST
20th CENTURY FOX
Games of the Century™
GAS
18
NSUMERS OIL
FOR ATARI® AND SEARS VIDEO GAME SYSTEMS
Video Game Cartridge 11012

Rarity: 5

Developer	20th Century Fox *(Bill Aspromonte)*
Publisher	20th Century Fox
Release date	1983
Genre	Maze
Mode	1 Player

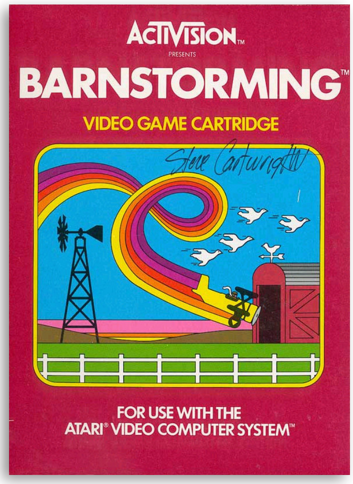
Each level in Bank Heist is a maze-like city (similar to Pac-Man). The objective of the game is to rob as many banks as possible while avoiding the police. The player controls a car called the Getaway Car. The car has a limited amount of fuel, which can be refilled by changing cities. Robbing a bank will cause a cop car to appear, as well as another bank. Cars can be destroyed by dropping dynamite out the tail pipe of the Getaway Car.





Barnstorming

6.6

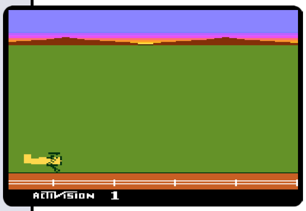

ACTIVISION
PRESENTS
BARNSTORMING™
VIDEO GAME CARTRIDGE
Steve Cartwright
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

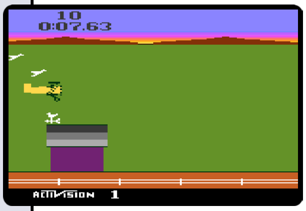
Rarity: 2

Developer	Activision *(Steve Cartwright)*
Publisher	Activision
Release date	1982
Genre	Action
Mode	1 Player

Barnstorming is an Atari 2600 video game designed by Steve Cartwright. It was his first game. The idea came to him as he watched a biplane one day while driving home from work. In the game, players must pilot a biplane through a series of barns in the shortest time possible while dodging stuff.

Originally, a player with a time better then 33.4 seconds could send Activision a picture of their screen and receive a Flying Aces patch.


ACTIVISION 1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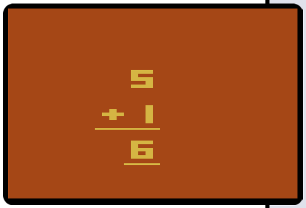
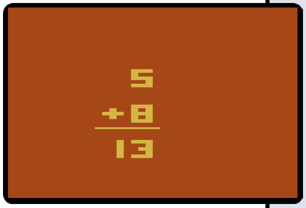
0:07.63
ACTIVISION 1

5.0

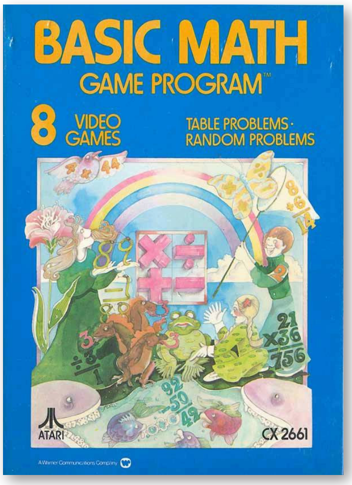
Basic Math





Developer	Atari *(Gary Palmer)*
Publisher	Atari
Release date	1977
Genre	Edutainment
Mode	1 Player

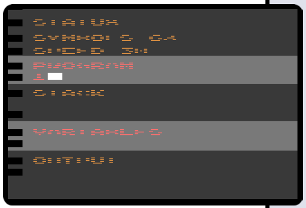
Basic Math, also known as Fun With Numbers, was one of the nine launch titles of the Atari 2600. The player's objective is simple: solve basic arithmetic problems. Game variations determine whether the player solves addition, subtraction, multiplication, or division problems, and whether they could select the top number (the console randomly selects the lower number).


BASIC MATH
GAME PROGRAM
8 VIDEO GAMES
TABLE PROBLEMS · RANDOM PROBLEMS
ATARI
CX 2661

Rarity: 4
Alt. Label: 3
Fun With Numbers: 3

5.6

Basic Programming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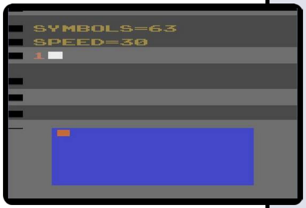
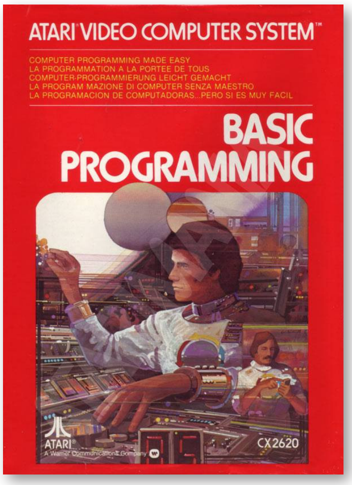
SYMBOLS 64
SPEED 30
PROGRAM
1
STACK
VARIABLES
OUTPUT


SYMBOLS=63
SPEED=30
1

Developer	Atari *(Warren Robinett)*
Publisher	Atari
Release date	1979
Genre	non-game
Mode	1 Player

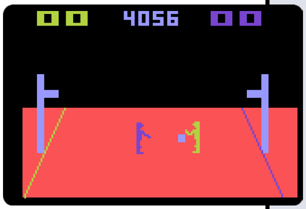
BASIC Programming, by Warren Robinett, attempted to teach simple computer programming on the Atari 2600. It was one of only a few non-gaming cartridges ever designed for the 2600. The programming language was superficially similar to dialects of BASIC, but differed in many important aspects. The extremely small RAM size of the Atari 2600, 128 bytes, severely restricted the possibilities of this cartridge for writing programs.

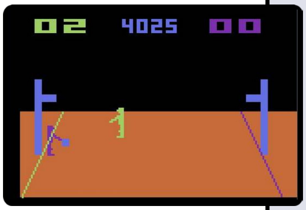

ATARI VIDEO COMPUTER SYSTEM
COMPUTER PROGRAMMING MADE EASY
LA PROGRAMMATION A LA PORTEE DE TOUS
COMPUTER-PROGRAMMIERUNG LEICHT GEMACHT
LA PROGRAM MAZIONE DI COMPUTER SENZA MAESTRO
LA PROGRAMACION DE COMPUTADORAS...PERO SI ES MUY FACIL
BASIC PROGRAMMING
ATARI
CX2620

Rarity: 3

5.6

Basketball

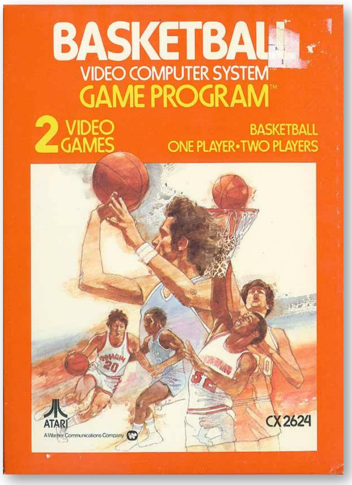




Developer	Atari *(Alan Miller)*
Publisher	Atari
Release date	1978
Genre	Sports
Mode	1-2 Players

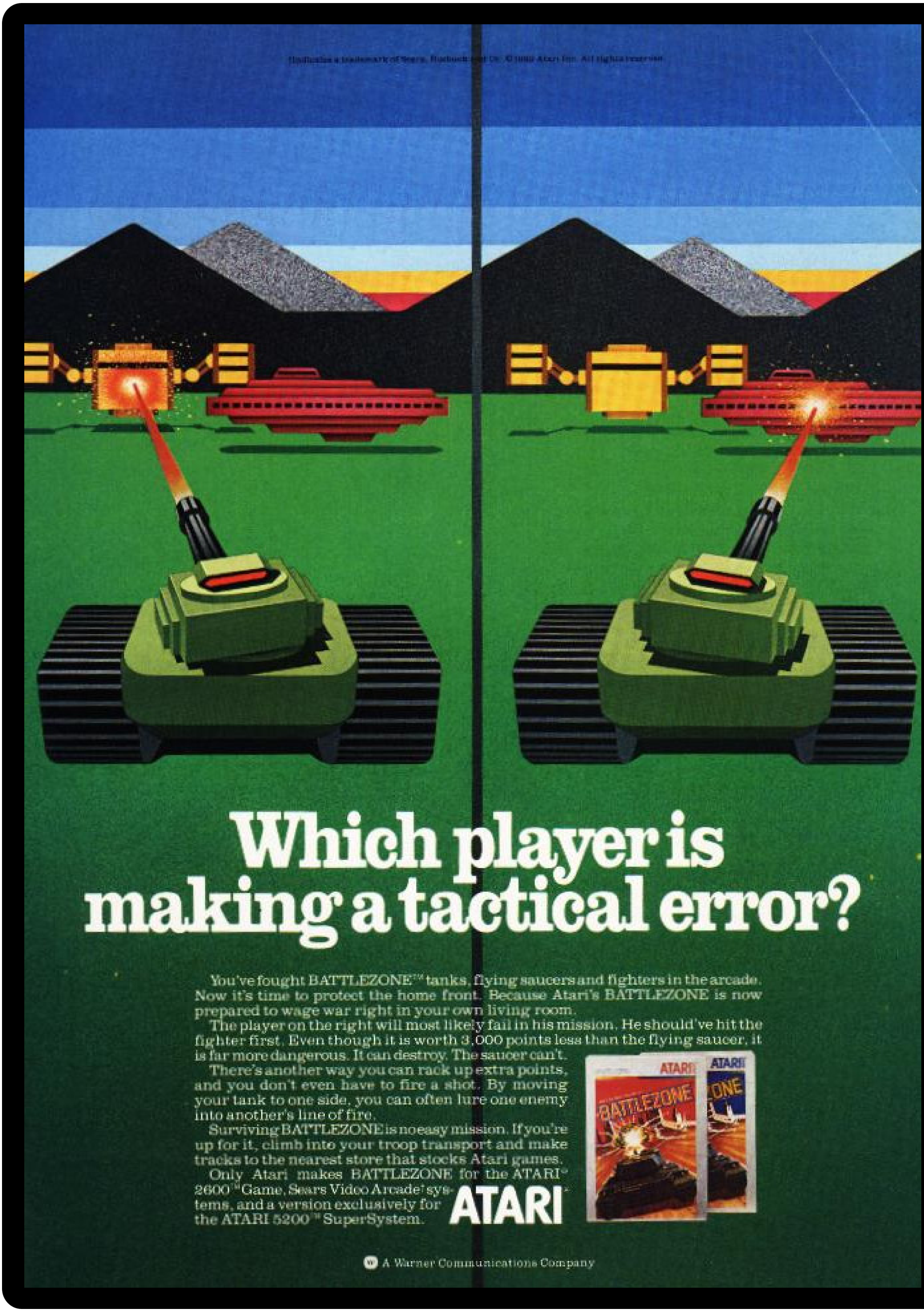
Basketball is an Atari 2600 game loosely based on the sport of the same name. The game features a simple game of one-on-one basketball playable by one or two players, one of the few early Atari 2600 to have a true single player feature with an AI-controlled opponent.

The game was well received by critics, gaining praise in Video magazine's "Arcade Alley" review column. Reviewers described it as "that rare game that plays well solitaire or with a human opponent".


BASKETBALL
VIDEO COMPUTER SYSTEM
GAME PROGRAM
2 VIDEO GAMES
BASKETBALL
ONE PLAYER·TWO PLAYERS
ATARI
CX2624

Rarity: 2
Sears Picture Label: 3

†Indicates a trademark of Sears, Roebuck and Co. © 1983 Atari Inc. All rights reserved.



Which player is making a tactical error?

You've fought BATTLEZONE™ tanks, flying saucers and fighters in the arcade. Now it's time to protect the home front. Because Atari's BATTLEZONE is now prepared to wage war right in your own living room.

The player on the right will most likely fail in his mission. He should've hit the fighter first. Even though it is worth 3,000 points less than the flying saucer, it is far more dangerous. It can destroy. The saucer can't.

There's another way you can rack up extra points, and you don't even have to fire a shot. By moving your tank to one side, you can often lure one enemy into another's line of fire.

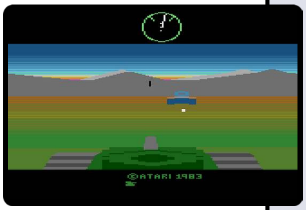
Surviving BATTLEZONE is no easy mission. If you're up for it, climb into your troop transport and make tracks to the nearest store that stocks Atari games.

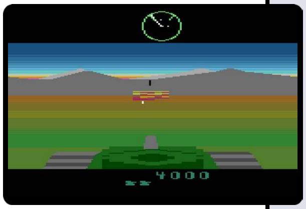
Only Atari makes BATTLEZONE for the ATARI® 2600™ Game, Sears Video Arcade† systems, and a version exclusively for the ATARI 5200™ SuperSystem.

ATARI®

A Warner Communications Company

7.0

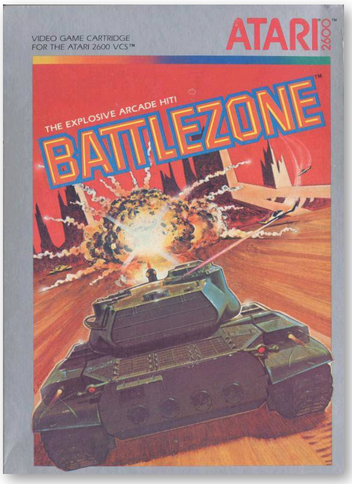




Battlezone

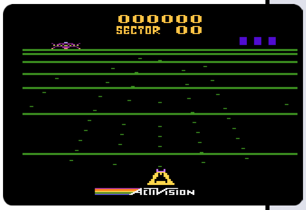
Developer	Atari *(Michael Feinstein)*
Publisher	Atari
Release date	1983
Genre	Action
Mode	1 Player

Commonly considered the earliest progenitor of first-person shooters, Battlezone is a 3D tank game initially released in the arcades, and later converted officially to many systems. Earth has been invaded, and the players and their tank lead the defensive effort. They drive around the battlefield from a first-person view, targeting and firing at tanks, planes and UFOs. They have a radar to help you see where the enemies are in direction and distance.


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI
2600
THE EXPLOSIVE ARCADE HIT!
BATTLEZONE

Rarity: 2

7.2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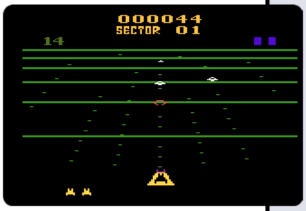
SECTOR 00
ACTIVISION

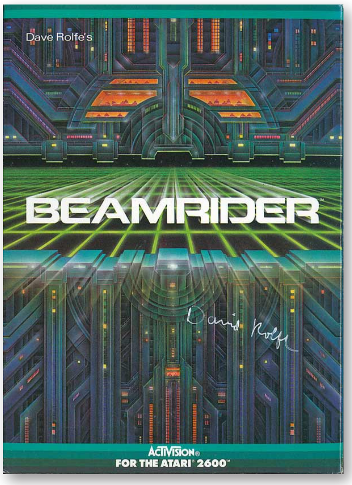

000044
SECTOR 01
14

Beamrider

Developer	Activision *(Dave Rolfe)*
Publisher	Activision
Release date	1983
Genre	Shooter
Mode	1 Player

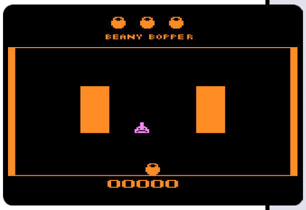
Beamrider is a scrolling shooter designed for the Intellivision by Activision programmer David Rolfe. The game was then ported to the Atari 2600 with a slightly reduced feature set.

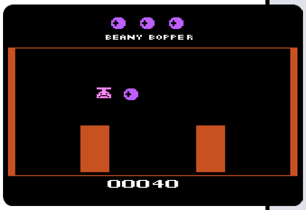
The game takes place above Earth's atmosphere, where a large alien shield called the Restrictor Shield surrounds the Earth. The player's objective is to clear the Shield's 99 sectors of alien craft while piloting the Beamrider ship.


Dave Rolfe's
BEAMRIDER
ACTIVISION
FOR THE ATARI 2600

Rarity: 5

6.3


BEANY BOPPER
00000


BEANY BOPPER
00040

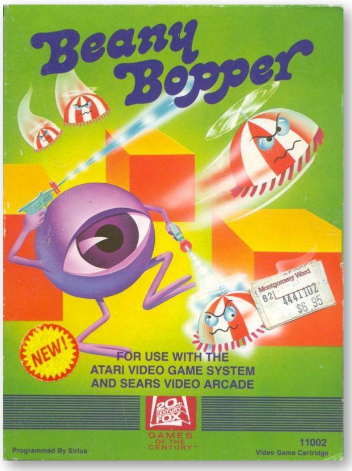
Beany Bopper

Developer	Sirius Software *(Grady Ward)*
Publisher	20th Century Fox
Release date	1982
Genre	Action
Mode	1 Player

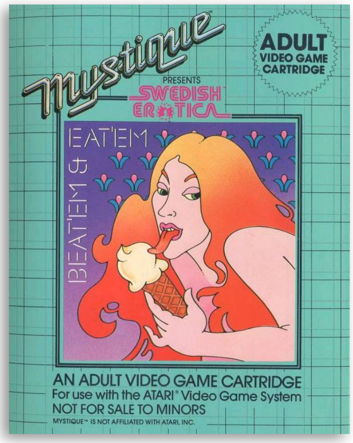
The object of Beany Bopper is to stun then capture Beannies. Players can also capture Bouncing Orange Eyeballs and various Falling Objects. If an unstunned Beanny touches them, they lose a life.

There are two game options, one where the Beannies bounce off the walls on screen, the other where they pass through.

"mobygames.com"


Beany Bopper
NEW!
FOR USE WITH THE ATARI VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE
Programmed By Sirius
11002
Video Game Cartridge

Rarity: 4
Xante: 10


Mystique
ADULT VIDEO GAME CARTRIDGE
PRESENTS
SWEDISH EROTICA
BEAT'EM & EAT'EM
AN ADULT VIDEO GAME CARTRIDGE
For use with the ATARI® Video Game System
NOT FOR SALE TO MINORS
MYSTIQUE™ IS NOT AFFILIATED WITH ATARI, INC.

Rarity: 5

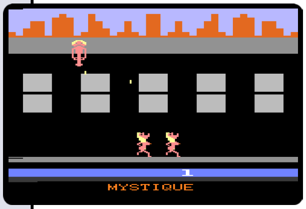
2.4

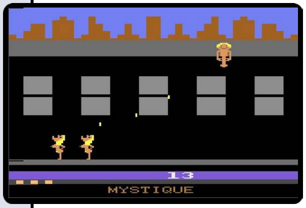
Beat ‘Em & Eat ‘Em

Developer	Mystique *(Joel H. Martin)*
Publisher	Mystique
Release date	1982
Genre	Action
Mode	1 Player

Beat ‘Em and Eat ‘Em is a pornographic game where players control two nude women; the goal is to catch sperm falling from a masturbating man on a rooftop without missing. Its gameplay has been compared to the Atari game Kaboom!.

The game has received negative reception since its release and is an oft-cited example of pornographic Atari 2600 games.




13
MYSTIQUE

PlayAround™
WORLD'S FIRST 2 IN 1 ADULT VIDEO GAMES CARTRIDGE
BEAT'EM & EAT'EM™
ALSO PLAYING
Lady in Wading
2 TOTALLY DIFFERENT ADULT VIDEO GAMES IN 1 CARTRIDGE!
NOT FOR SALE TO MINORS

Rarity: 5

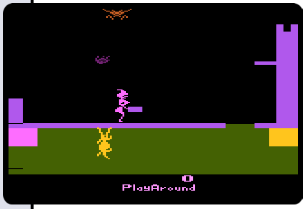
1.6

Beat ‘Em & Eat ‘Em/ Lady in Wading

Developer	Mystique *(Joel H. Martin)*
Publisher	Playaround
Release date	1982
Genre	Compilation
Mode	1 Player

This is a double-ended cartridge that contains a re-release of Mystique’s Beat ‘Em & Eat ‘Em on one side and Lady in Wading on the other.

Lady in Wading is a gender reversed version of Knight on the Town in which players are a lady knight trying to get to her prince. The game is otherwise identical, including the sexual ‘reward’ at the end.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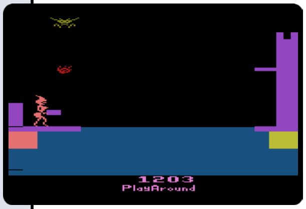
PlayAround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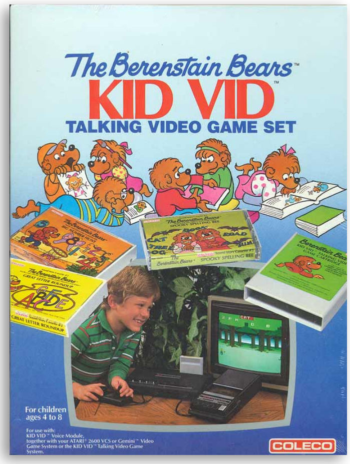
PlayAround


The Berenstain Bears™
KID VID
TALKING VIDEO GAME SET
For children ages 4 to 8
COLECO

Rarity: 9

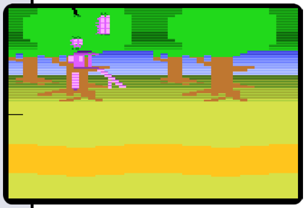
7.7

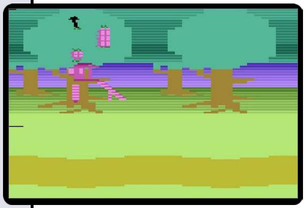
Berenstain Bears

Developer	Coleco
Publisher	Coleco
Release date	1983
Genre	Edutainment
Mode	1 Player

This game is unplayable on an Atari 2600 without the KidVid controller and three accompanying audiotapes. The game takes cues from the tape about when to advance. The KidVid controller came with the game Smurfs Save the Day. Berenstain Bears was the only additional KidVid title Coleco released, and it was sold separately from the KidVid controller.

“atariage.com”





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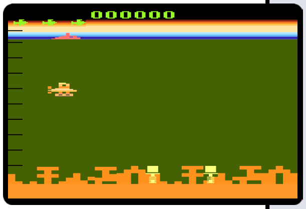
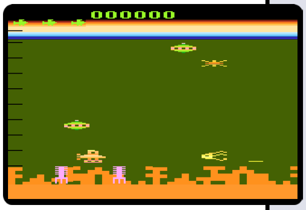
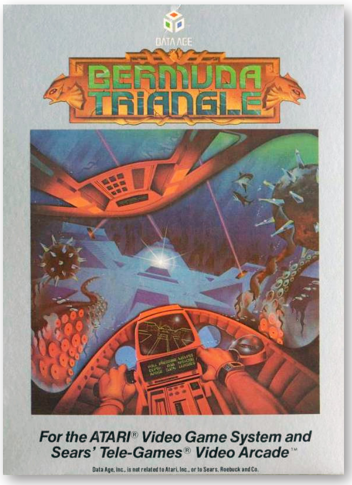




Bermuda Triangle

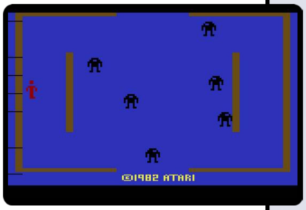
Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Action
Mode	1-2 Players

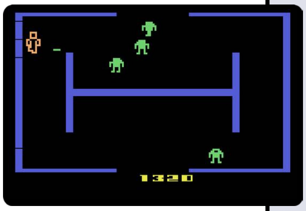
Bermuda Triangle is a side scrolling action game for one or two players. Players is the pilot of a mini-sub exploring the waters in the Bermuda Triangle. The goal is to earn as many points as possible by collecting treasures and destroying the various enemies they'll encounter. The mini-sub is equipped with a tractor beam which can be used to collect treasures and lasers, which can be used to destroy enemies, , including giant squids, man-eating sharks, enemy ships, and more.


DATA AGE
BERMUDA TRIANGLE
For the ATARI® Video Game System and Sears' Tele-Games® Video Arcade™

Rarity: 4

7.4

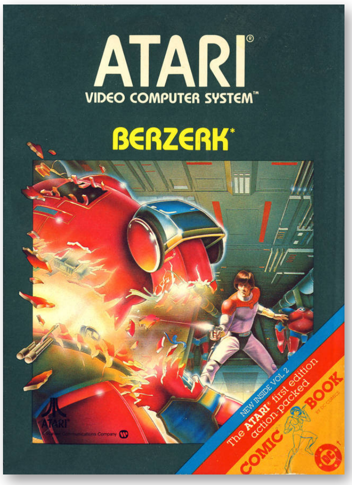




Berzerk

Developer	Atari *(Dan Hitchens)*
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1 Player

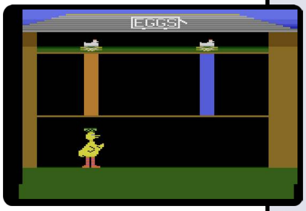
Alan McNeil, an employee of Universal Research Laboratories (a division of Stern Electronics), had a dream one night involving a black-and-white video game in which he had to fight robots. This dream, with heavy borrowing from the BASIC game Robots, was the basis for Berzerk, which was named for Fred Saberhagen's Berserker series of science fiction novels.


ATARI®
VIDEO COMPUTER SYSTEM™
BERZERK®
NEW INSIDE VOL. 2
The ATARI® first edition action-packed
COMIC BOOK

Rarity: 1
Sears: 3

6.6

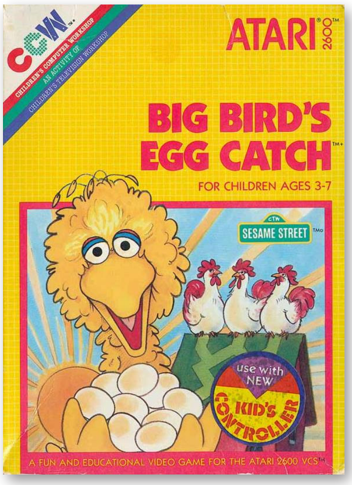
Big Bird's
Egg
Catch
© ATARI 1983



Big Bird's Egg Catch

Developer	Atari, Children's Computer Workshop *(Christopher Omarzu)*
Publisher	Atari
Release date	1983
Genre	Edutainment
Mode	1-2 Players

In Big Bird's Egg Catch, the player controls Big Bird of Sesame Street fame as he saves eggs produced by chickens at the top of the screen. These eggs travel down variously contorted chutes to land safely in the basket perched on Big Bird's head. Most eggs count for a single point, but a golden egg will periodically appear that is worth five points.


CCW
CHILDREN'S COMPUTER WORKSHOP
ATARI 2600
BIG BIRD'S EGG CATCH™
FOR CHILDREN AGES 3-7
SESAME STREET
use with NEW KID'S CONTROLLER
A FUN AND EDUCATIONAL VIDEO GAME FOR THE ATARI 2600 VCS™

Rarity: 4

Birthday Mania
Happy Birthday to
© 1984 PERSONAL GAMES CO.
Birthday Mania

Rarity: 10

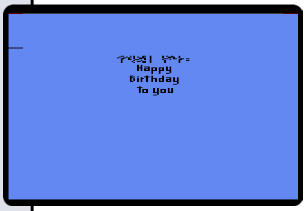
Birthday Mania

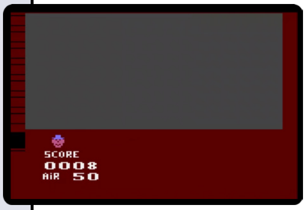
Developer	Robert Anthony Tokar
Publisher	Personal Games Company
Release date	1984
Genre	Action
Mode	1 Player

This extremely rare game was sold somewhere in the mid-north part of the U.S. by Personal Games Company. The company marketed it as a great birthday gift. About ten copies of the game were sold. The cartridge was sold with a three folded manual sheet.

Each game was personalized to the boy or girl celebrating his or her birthday. When the game loads up it shows their name on the opening screen.

"atarimania.com"


Happy
Birthday
To you


SCORE
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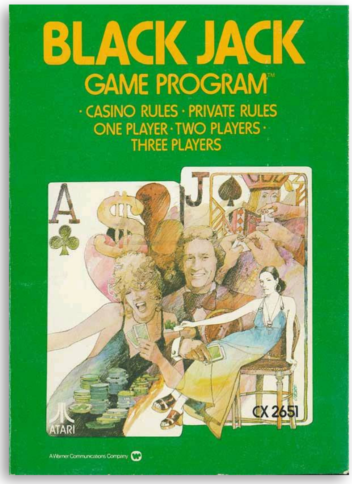
AIR 50


BLACK JACK
GAME PROGRAM
· CASINO RULES · PRIVATE RULES
ONE PLAYER · TWO PLAYERS ·
THREE PLAYERS
CX 2651
ATARI

Rarity: 2
51 blackjack Label: 3
Sears Picture Label: 4

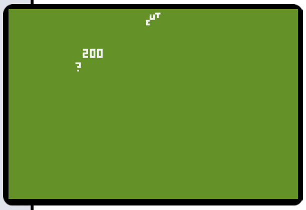
Blackjack

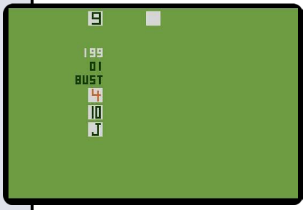
Developer	Atari *(Bob Whitehead)*
Publisher	Atari
Release date	1977
Genre	Cards
Mode	1-3 Players

Blackjack, one of the nine launch titles, is a video simulation of blackjack. The objective is identical to the card game: to beat the dealer's card total, without going over 21, to win a bet. One to three players played the computer dealer in the game.

It was reviewed favorably in Video magazine as part of a general review of the Atari VCS. It was described as "a good game for adults with several variations for single or double players", and was scored a perfect 10.

5.2

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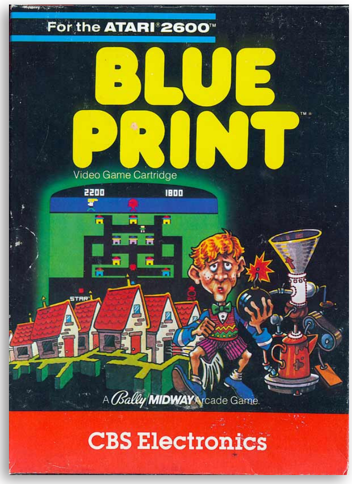

For the ATARI 2600
BLUE PRINT
Video Game Cartridge
2200
1800
A Bally MIDWAY Arcade Game
CBS Electronics

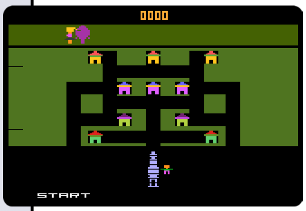
Rarity: 3

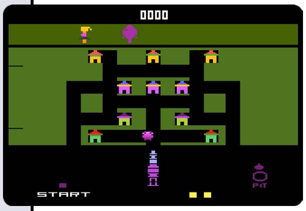
Blueprint

Developer	Bally Midway *(Tom DiDomenico)*
Publisher	CBS Electronics
Release date	1983
Genre	Maze
Mode	1-2 Players

Blue Print, is a port of the arcade maze game released in 1982. The player controls J.J., a man whose girlfriend Daisy is being chased by Ollie Ogre. To defeat him, J.J. must find the pieces of a machine based on a blueprint.

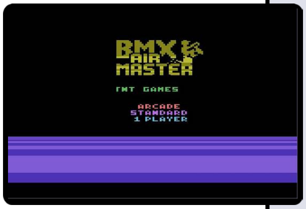
5.5

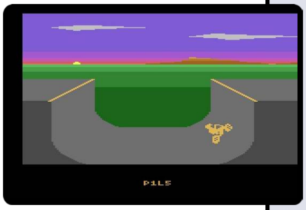




8.5

BMX Airmaster

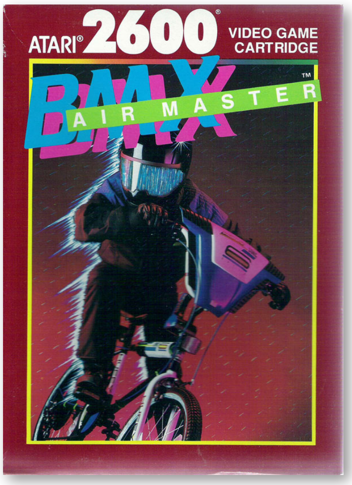

BMX AIR MASTER
TNT GAMES
ARCADE
STANDARD
1 PLAYER



Developer	Sculptured Software *(Adam Clayton)*
Publisher	Atari, TNT Games
Release date	1989
Genre	Sports
Mode	1-2 Players

In this game, players ride their BMX doing various tricks. The tricks are done in events of half-pipe, quarter pipe and ramps.

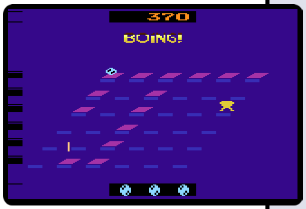
Atari purchased the rights to this game from TNT at one point, and released a small quantity under their own label. Very hard to find, as not many were produced and even fewer were ever sold.

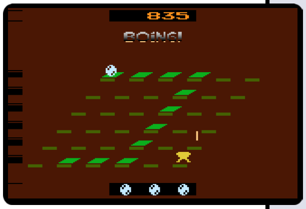

ATARI 2600
VIDEO GAME CARTRIDGE
BMX
AIR MASTER

Rarity: 10
White Label: 4

8.5

Boing!

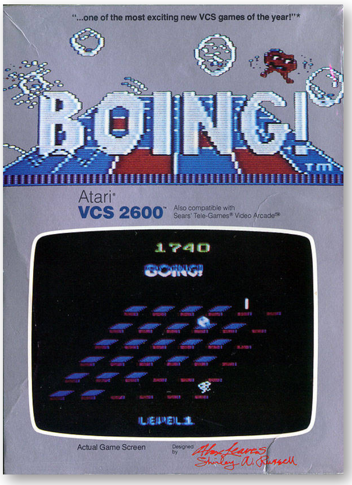




Developer	First Star Software *(Shirley Russell, Alex Leavens)*
Publisher	First Star Software
Release date	1983
Genre	Action
Mode	1 Player

In Boing!, reminiscent of Q*bert, players are a bubble named Bubble. The object here is to bounce on each of the thirty-six squares and turn them all on. They start at the bottom left. On the bottom right starts the Bubble Eater. He will chase them around the play field and if he catches Bubble, the players lose one of their five lives. Pin starts at the top of a row and moves down. If they are hit by Pin, they pop and a life is lost.

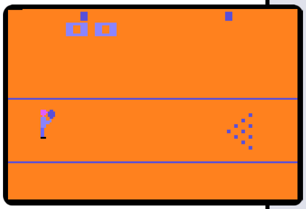
"mobygames.com"

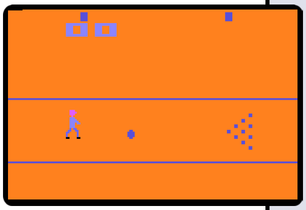

"...one of the most exciting new VCS games of the year!"*
BOING!
Atari VCS 2600
Also compatible with Sears' Tele-Games Video Arcade
1740
BOING!
LEVEL 1
Actual Game Screen
Designed by
Alex Leavens
Shirley Russell

Rarity: 8

6.2

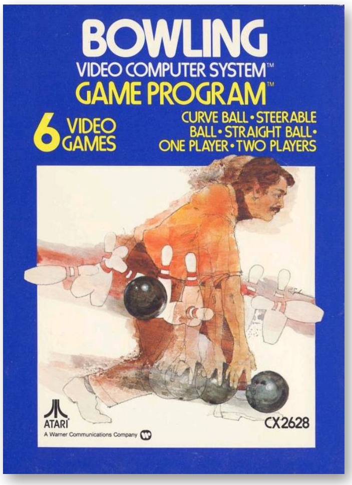
Bowling





Developer	Atari *(Larry Kaplan)*
Publisher	Atari
Release date	1979
Genre	Sports
Mode	1 Player

Bowling, designed by Atari programmer Larry Kaplan, is based on the game of bowling. Games last for 10 frames, or turns. At the start of each frame, the current player is given two chances to roll a bowling ball down an alley in an attempt to knock down as many of the ten bowling pins as possible. The bowler may move up and down his end of the alley to aim before releasing the ball.


BOWLING
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
6 VIDEO GAMES
CURVE BALL • STEERABLE BALL • STRAIGHT BALL • ONE PLAYER • TWO PLAYERS
ATARI
A Warner Communications Company
CX2628

Rarity: 2

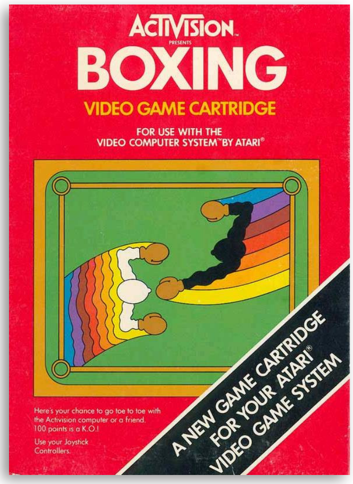
Boxing

6.1

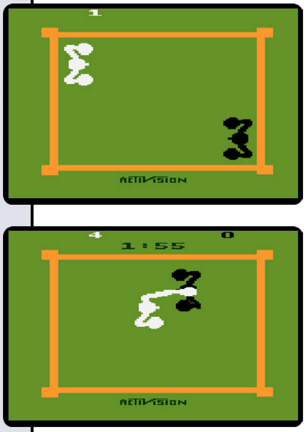
Developer	Activision *(Bob Whitehead)*
Publisher	Activision
Release date	1980
Genre	Sports
Mode	1-2 Players

Boxing is an Atari 2600 video game interpretation of the sport of boxing developed by Activision programmer Bob Whitehead. The game is based on Boxer, an unreleased 1978 arcade game from Whitehead's previous employer, Atari.

The game shows a top-down view of two boxers, one white and one black. When close enough, a boxer can hit his opponent with a punch (executed by pressing the fire button on the Atari joystick).


ACTIVISION
BOXING
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM™ BY ATARI®
A NEW GAME CARTRIDGE FOR YOUR ATARI® VIDEO GAME SYSTEM

Rarity: 2
Blue Label: 3



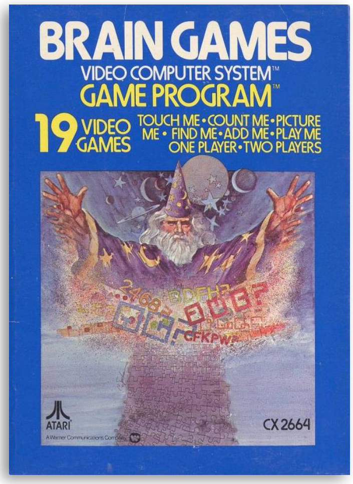
Brain Games

3.8

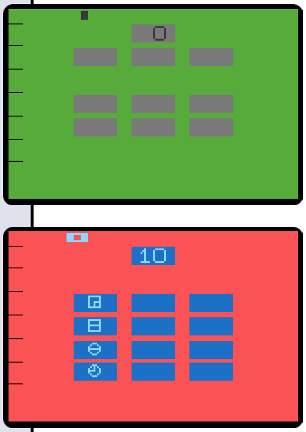
Developer	Atari *(Larry Kaplan)*
Publisher	Atari
Release date	1978
Genre	Edutainnent
Mode	1-2 Players

Brain Games, programmed by Larry Kaplan, feature a series of memory-related games, most of which required players to repeat from memory certain sequences or patterns.

The game received an "F" from The Video Game Critic, saying that it was reminiscent of "those cognitive learning tests given to first graders". The reviewer went on to say that Brain Games was "not my idea of a good time".


BRAIN GAMES
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
19 VIDEO GAMES
TOUCH ME • COUNT ME • PICTURE ME • FIND ME • ADD ME • PLAY ME
ONE PLAYER • TWO PLAYERS
ATARI
CX 2664

Rarity: 3

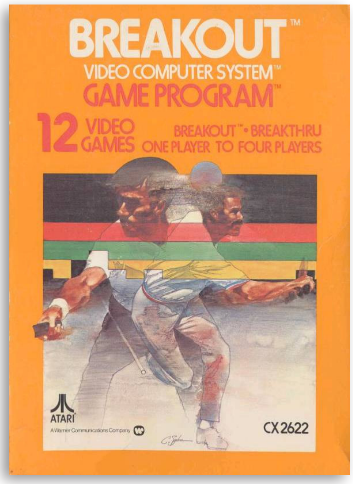


Breakout

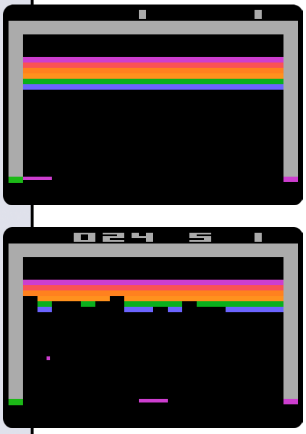
7.1

Developer	Atari (P: Brad Stewart, D: Steve Jobs)
Publisher	Atari
Release date	1978
Genre	Breakout
Mode	1-4 Players

Breakout is an arcade game developed and published by Atari. It was conceptualized by Nolan Bushnell and Steve Bristow, influenced by the 1972 Atari arcade game Pong, and built by Steve Wozniak "aided" by Steve Jobs. The original arcade version of Breakout has been officially ported to several systems, such as the Atari 2600. The Atari 2600 port was programmed by Brad Stewart.


BREAKOUT™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
12 VIDEO GAMES
BREAKOUT™ • BREAKTHRU
ONE PLAYER TO FOUR PLAYERS
ATARI
CX 2622

Rarity: 2
Orange Label: 4
Sears Label: 3



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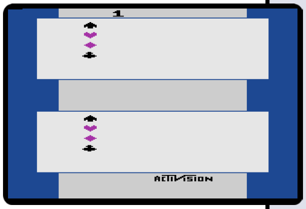
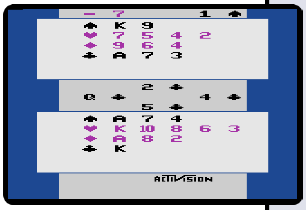
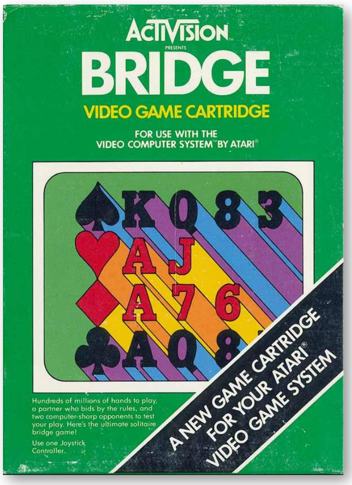

ACTIVISION


ACTIVISION

Bridge

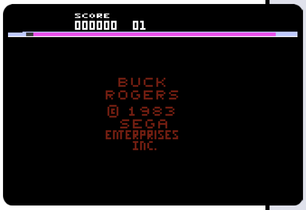
Developer	Activision *(Larry Kaplan)*
Publisher	Activision
Release date	1981
Genre	Cards
Mode	1 Player

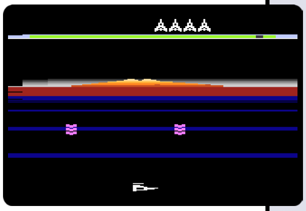
Bridge is a computerized bridge game. Interestingly, the instructions do not teach players how to play bridge, only how to operate the game on the 2600. Programmer Larry Kaplan estimates that the 2600 is capable of dealing 500 million different hands, and while the game was being play-tested, the same hand was never seen twice. This is a one-player game in which the computer controls the actions of the other three players.


ACTIVISION
BRIDGE
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM BY ATARI
A NEW GAME CARTRIDGE FOR YOUR ATARI VIDEO GAME SYSTEM

Rarity: 4

6.5


SCORE
000000 01
BUCK ROGERS © 1983 SEGA ENTERPRISES INC.



Buck Rogers: Planet of Zoom

Developer	Sega
Publisher	Sega
Release date	1983
Genre	Action
Mode	1 Player

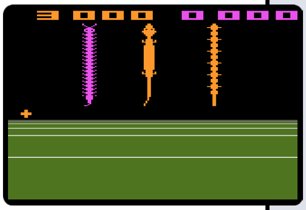
Loosely based on the Buck Rogers comic strips, Buck Rogers: Planet of Zoom is a fast-paced arcade racing game taking place on a futuristic racetrack. Players guide their spaceship between pylons and shoot down other enemy racers.

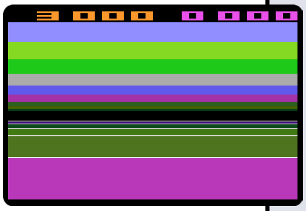
Buck is never seen in the game, and its only real connections to Buck Rogers are the use of the name and the outer space setting.

FOR THE ATARI 2600 AND ALL COMPATIBLE SYSTEMS
BUCK ROGERS
PLANET OF ZOOM
OFFICIAL ARCADE VERSION
SEGA

Rarity: 4

3.6





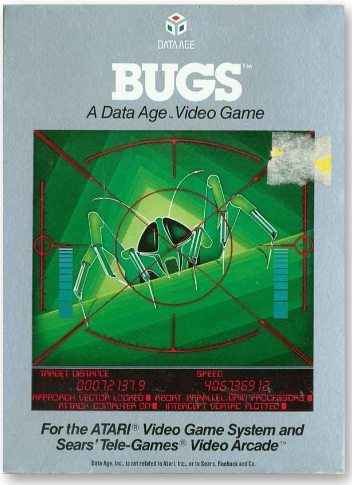
Bugs

Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Action
Mode	1-2 Players

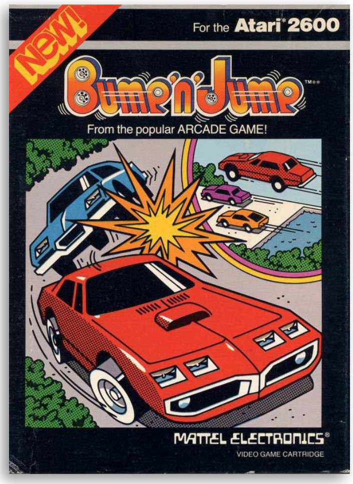
The player character have been sent to a long-dead planet to investigate life sign readings. When players get there, giant bugs are there and will harm them as well as a mysterious Phylanx.

As the bugs come out of the ground, players must place their crosshair below them and fire. If a bug gets all the way out of its nest or the crosshair is touched by a red Phylanx, players lose a life.

"mobygames.com"


DATA AGE
BUGS
A Data Age Video Game
For the ATARI Video Game System and Sears' Tele-Games Video Arcade

Rarity: 3


New!
For the Atari 2600
Bump'n'Jump
From the popular ARCADE GAME!
MATTEL ELECTRONICS
VIDEO GAME CARTRIDGE

Rarity: 5
M Network: 4

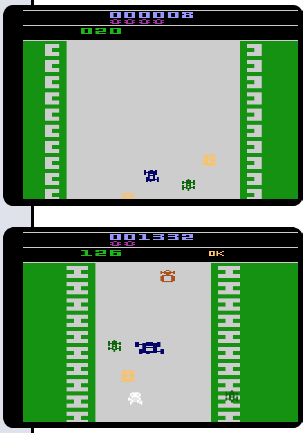
Bump ‘n’ Jump

7.1

Developer	Data East *(P: Dave Akers, Jeff Ratcliff)*
Publisher	INTV, M Network, Telegames
Release date	1983
Genre	Racing
Mode	1 Player

Bump ‘N’ Jump is an action racing game played from a top down point of view. As players race through the treacherous and ever changing roadways, the numerous enemy cars will be trying to bump them off the road. They need to make sure they bump the cars out of the way before they get bumped and crash into the sides themself. The car also has the ability to jump quite high if they have enough speed.

“mobygames.com”



SPECTRAVIDEO
VIDEO GAME CARTRIDGE
BUMPER BASH
FOR THE ATARI AND SEARS VIDEO GAME SYSTEM
FOR ONE PLAYER ONLY

Rarity: 9

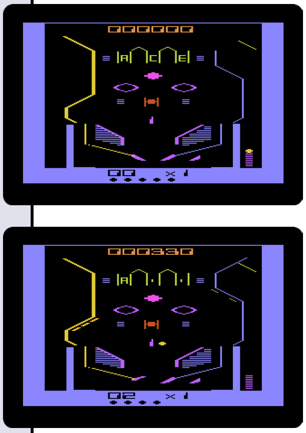
Bumper Bash

6.8

Developer	Sirius Software *(David Lubar)*
Publisher	Spectravision
Release date	1983
Genre	Pinball
Mode	1 Player

This is a pinball game for the Atari 2600. Players use the buttons on a paddle controller.

This game seems to have been sold predominately in Canada, as were some of the other Spectravision games.



M NETWORK
For Your Atari 2600 Game System
BurgerTime
VIDEO GAME CARTRIDGE

Rarity: 4
Black Label: 3

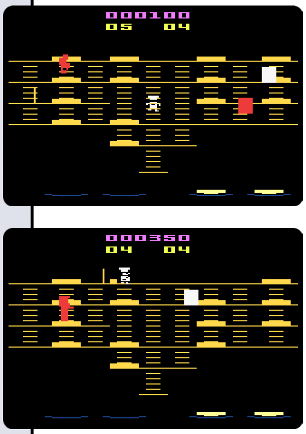
Burgertime

6.6

Developer	M Network *(P: Ron Surratt, S: Patricia L.D. Long)*
Publisher	INTV, M Network
Release date	1982
Genre	Puzzle
Mode	1-2 Players

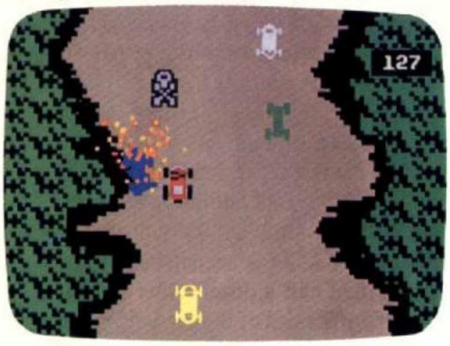
BurgerTime is a 1982 arcade game created by Data East for its DECO Cassette System. It was very successful and later ported to several home computers and consoles.

The player is chef Peter Pepper, who must walk over hamburger ingredients located across a maze of platforms while avoiding pursuing characters.



BUMP 'N' JUMP.™* THE VIDEO GAME FOR PEOPLE WHO SHOULDN'T BE ALLOWED TO DRIVE.

For those of you who spend more time crashing than you do driving, we'd like to introduce Bump'N'Jump. The home video game where it's not just okay to hit the other cars, it's required.



Shown on Intellivision. Game varies by system.

Your job is to crash as many cars as you can without crashing yourself. And to help you do it, you're given some unusual options. Not only can you bump them off the road, you can jump over what you can't bump.

But even with these advantages, you're not on easy street. Because waiting somewhere down the road might be the deadly dump trucks. Or the treacherous tanks. Or the sinister death car. When you play Bump'N'Jump, you just never know who you'll run into.

Coming soon for Intellivision® and Atari® 2600.

Bump'n'Jump TM*

FROM **MATTEL ELECTRONICS**®

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© 1982 Data East USA, Inc.

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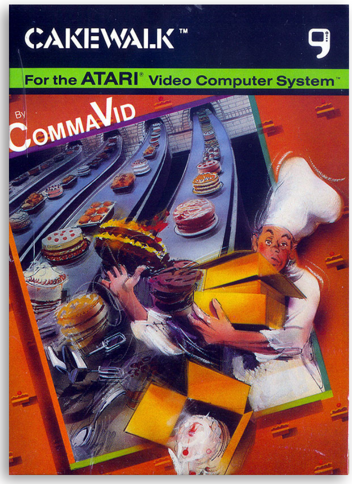
Cakewalk

6.8

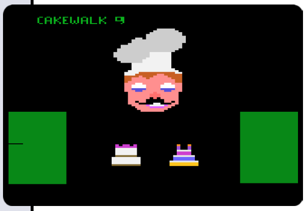

CAKEWALK™
9
For the ATARI® Video Computer System™
By CommaVid

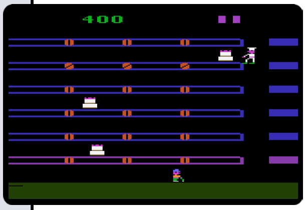
Rarity: 9

Developer	CommaVid *(Irwin Gaines)*
Publisher	CommaVid
Release date	1983
Genre	Action
Mode	1 Player

In this game, players must catch pastries from six conveyor belts before they fall on the floor. Each pastry caught is boxed and put behind them. Sometimes, a knife and fork come down the conveyor belt. If they are hit by the utensils or miss a pastry, the janitor has to clean it up.

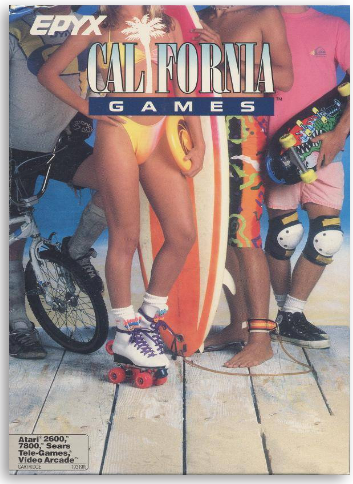
As with all CommaVid games, this one is very hard to find. It's slightly easier to find in PAL format. Early references to this game called it "Baker".





California Games

6.9

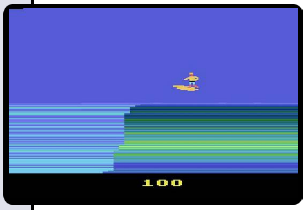

EPYX
CALIFORNIA
GAMES
Atari 2600, 7800, Sears Tele-Games, Video Arcade

Rarity: 4

Developer	Epyx *(Peter Engelbrite, Steve Baker)*
Publisher	Epyx
Release date	1987
Genre	Sports
Mode	1-8 Players

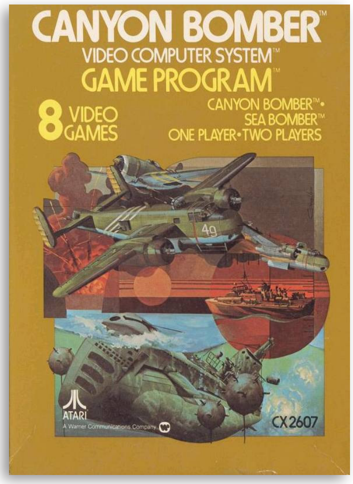
California Games is a 1987 Epyx sports video game for many home computers and video game consoles. Branching from their popular Summer Games and Winter Games series, this game consisted of some sports purportedly popular in California including skateboarding, freestyle footbag, surfing, roller skating, flying disc and BMX. The Atari 2600 version of the game omit the flying disc and roller skating events.

CALIFORNIA GAMES



Canyon Bomber

6.2

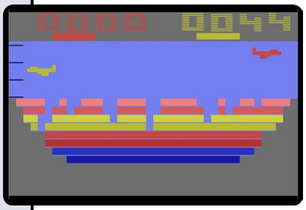

CANYON BOMBER
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
CANYON BOMBER™ •
SEA BOMBER™
ONE PLAYER • TWO PLAYERS
ATARI
CX2607

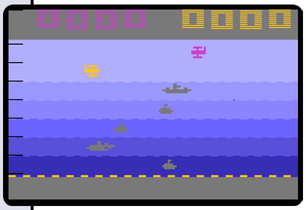
Rarity: 2
Sears Picture Label: 6

Developer	Atari *(David Crane)*
Publisher	Atari
Release date	1979
Genre	Action
Mode	1-2 Players

Canyon Bomber is a black-and-white 1978 arcade game, developed and published by Atari. The game was rewritten in color and with a different visual style for the Atari 2600.

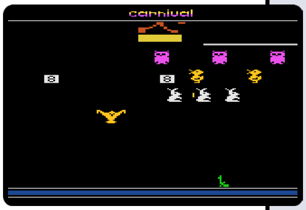
The player and an opponent fly a blimp or biplane over a canyon full of numbered, circular rocks, arranged in layers. The player does not control the flight of vehicles, but only presses a button to drop bombs which destroy rocks and give points.

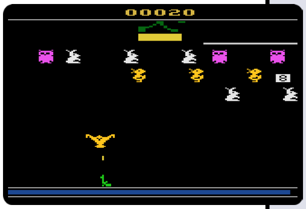




6.9

Carnival

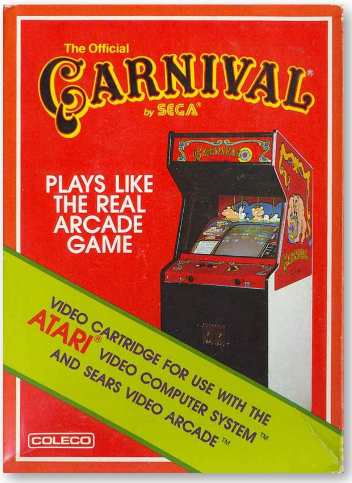




Developer	Woodside Design *(Steve Kitchen)*
Publisher	Coleco
Release date	1982
Genre	Shooter
Mode	1-2 Players

Carnival is a fixed shooter arcade game created by Sega in 1980. It has the distinction of being the first video game with a bonus round. The game was ported to the Atari 2600, ColecoVision, and Intellivision.

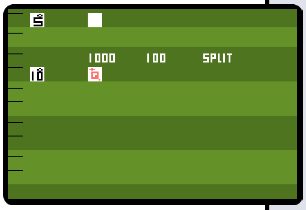
The goal of the game is to shoot at targets, while carefully avoiding running out of bullets. Three rows of targets scroll across the screen in alternating directions; these include rabbits, ducks, owls, and extra-bullet targets, with higher rows awarding more points.


The Official
CARNIVAL by SEGA
PLAYS LIKE THE REAL ARCADE GAME
VIDEO CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM AND SEARS VIDEO ARCADE
COLECO

Rarity: 2

5.1

Casino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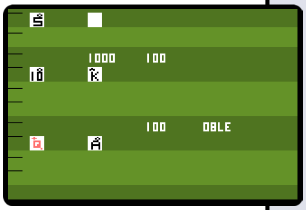
SPLIT


1000
100
100
DBLE

Developer	Atari *(Bob Whitehead)*
Publisher	Atari
Release date	1978
Genre	Cards
Mode	1-4 Players

Casino is an Atari 2600 game programmed by Bob Whitehead. Displayed from an overhead perspective, there are three card games to choose from: blackjack, five-card stud poker, and poker solitaire. Except for poker solitaire, each game always has the computer as the dealer, and bets are made by rotating the wheel on the controller and then pressing the button.

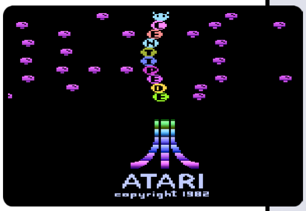
It was later released by Sears as Poker Plus.

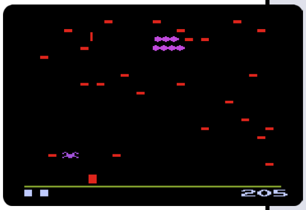
CASINO
VIDEO COMPUTER SYSTEM GAME PROGRAM
4 VIDEO GAMES
BLACK JACK • STUD POKER • POKER SOLITAIRE
ONE PLAYER TO FOUR PLAYERS
SPECIAL EDITION
ATARI
CX 2652

Rarity: 1
Sears: 3

7.2

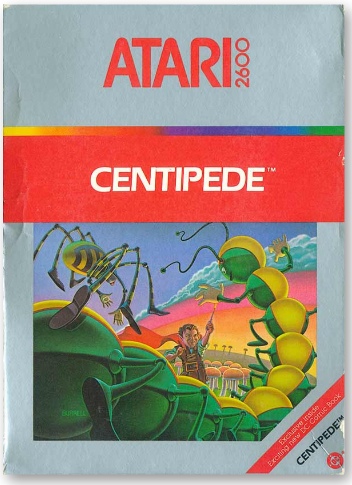
Centipede


ATARI
copyright 1982



Developer	Atari
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1 Player

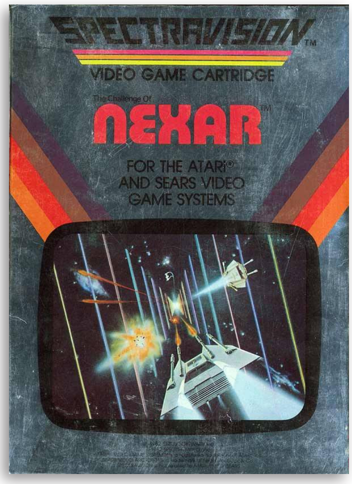
Centipede was designed by Ed Logg and Dona Bailey. Bailey was one of the few female game programmers in the industry; Logg stated that the game was intended to attract women players, and Bailey said “I really like pastels ... I really wanted it to look different, to be visually arresting”. Bailey and Logg succeeded in their goal; Centipede was one of the first arcade coin-operated games to have a significant female player base after Pac-Man.


ATARI 2600
CENTIPEDE

Rarity: 2

Challenge of Nexar

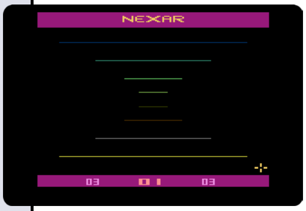
5.3

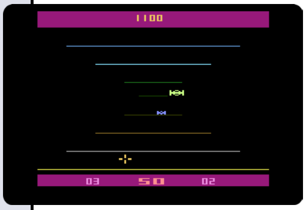

SPECTRAVISION
VIDEO GAME CARTRIDGE
NEXAR
FOR THE ATARI AND SEARS VIDEO GAME SYSTEMS

Rarity: 4

Developer	Sirius Software *(David Lubar)*
Publisher	Spectravision
Release date	1982
Genre	Action
Mode	1 Player

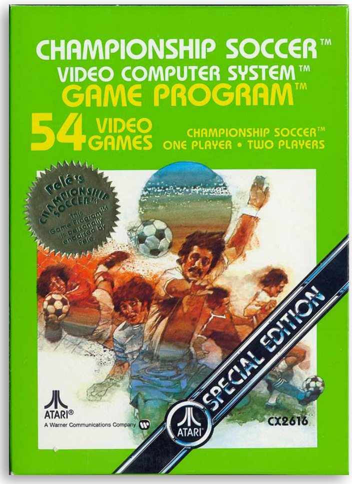
Players are trying to become a Spectra-Warrior. To do this, they must fly through the levels of warp zones, destroying radioactive beacons. The higher the level, the more they need to destroy. These beacons are guarded by impact exploding saucers. They can destroy these saucers for points or avoid them. Players have ninety-nine seconds to destroy the number of beacons indicated by the number on the bottom right of the screen per level.


NEXAR
03
01
03


1100
03
50
02

Championship Soccer

4.7

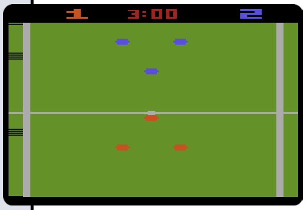

CHAMPIONSHIP SOCCER
VIDEO COMPUTER SYSTEM
GAME PROGRAM
54 VIDEO GAMES
CHAMPIONSHIP SOCCER
ONE PLAYER • TWO PLAYERS
SPECIAL EDITION
ATARI
CX2616

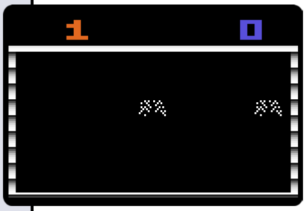
Rarity: 2
Soccer: 3

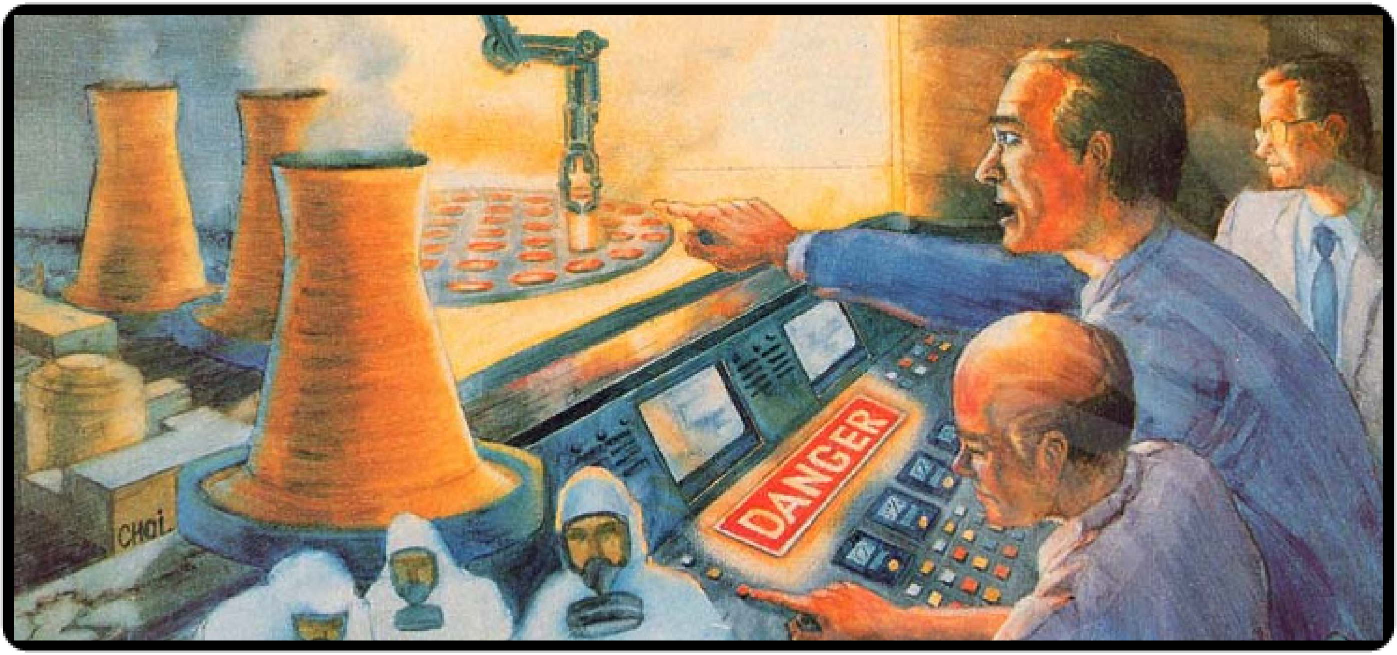
Developer	Atari *(Steve Wright)*
Publisher	Atari
Release date	1980
Genre	Sports
Mode	1-2 Players

Championship Soccer, also released as Pelé's Soccer and Soccer, features basic graphics, realistic (for that time) ball-handing and goal-keeping techniques using the Atari joystick.

Each team has one forward, two defenders, and a goal-keeper on the field at all times. There are 54 different game variations (27 single-player and 27 multiplayer) that allow for different speeds, game lengths, and goal sizes.

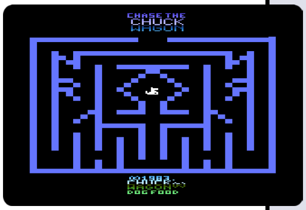


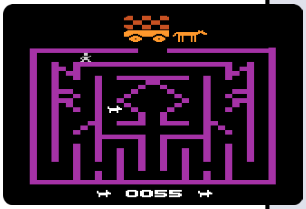



DANGER
CHAI

5.4

Chase the Chuck Wagon


CHASE THE
CHUCK
WAGON



Developer	Spectravision *(Mike Schwartz)*
Publisher	Purina
Release date	1983
Genre	Maze
Mode	1 Player

Chase the Chuck Wagon is a 1983 promotional video game distributed by Purina for the Atari 2600/VCS home console. It was available only via mail order by sending in proofs of purchase to Purina.

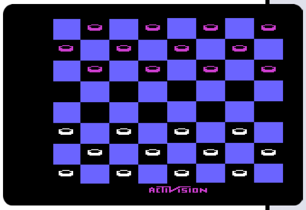
The object of each maze screen is to move Chuckie, the dog, through mazes of four different designs and escape through the opening directly below the chuck-wagon.

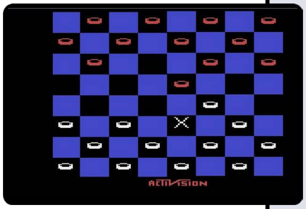
CHUCK WAGON
VIDEO GAME CARTRIDGE
CHASE THE CHUCK WAGON
FOR THE ATARI 2600 AND SEARS VIDEO GAME SYSTEMS

Rarity: 8

5.0

Checkers

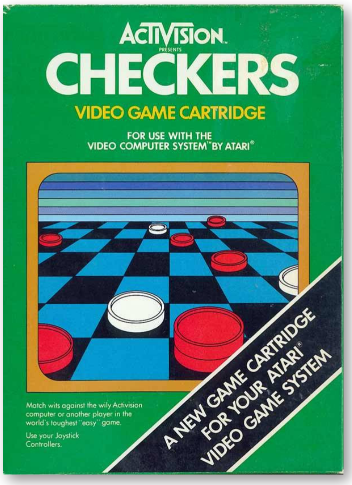

ACTIVISION


ACTIVISION

Developer	Activision *(Alan Miller)*
Publisher	Activision
Release date	1981
Genre	Board game
Mode	1-2 Players

Checkers is a computerized version of the popular board game and follows the same rules. The object of the game is to remove all of the opponents pieces from the 8x8 game board. This is accomplished by moving the pieces diagonally forward on the board; an opponent's piece is removed from play if one of the pieces jumps over it (if any of the pieces are able to jump an opponent's piece, players must make that move).

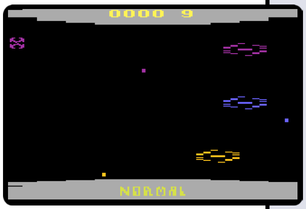
"mobygames.com"

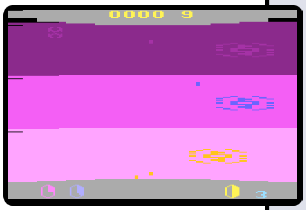

ACTIVISION PRESENTS
CHECKERS
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM BY ATARI®
Match wits against the wily Activision computer or another player in the world's toughest "easy" game.
Use your Joystick Controllers.
A NEW GAME CARTRIDGE FOR YOUR ATARI® VIDEO GAME SYSTEM

Rarity: 4
Text Label: 3

4.9

China Syndrome

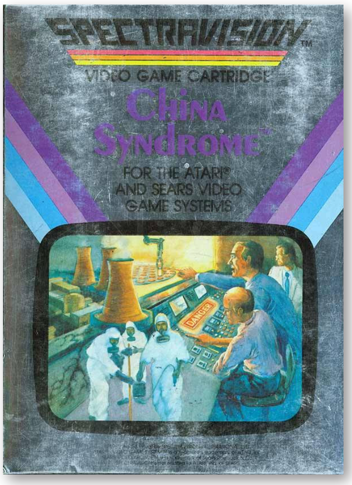

0000 9
NORMAL



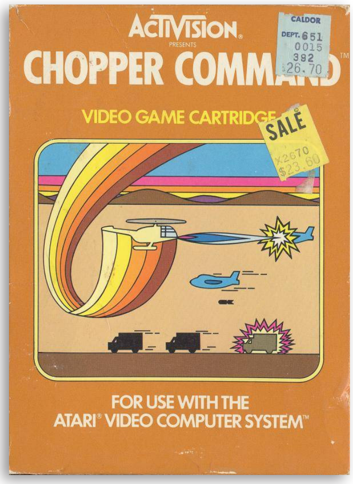
Developer	Spectravision
Publisher	Spectravision
Release date	1983
Genre	Action
Mode	1 Player

The Spectra Island reactor provides power for millions of residents. Ordinarily, there is no problem but there has been an earthquake. This has damaged the reactor, causing it to release radioactive particles. Players must use the robot arm to retrieve these particles before the radiation builds too much and have a meltdown.

"mobygames.com"


SPECTRAVISION
VIDEO GAME CARTRIDGE
China Syndrome
FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

Rarity: 5


ACTIVISION
PRESENTS
CHOPPER COMMAND
VIDEO GAME CARTRIDGE
SALE
FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM

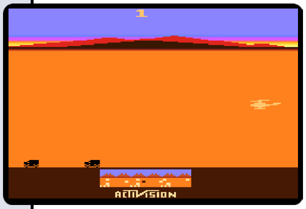
Rarity: 2
Blue Label: 3

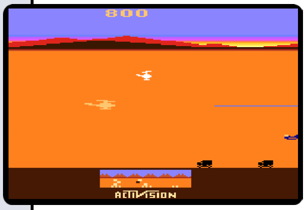
Chopper Command

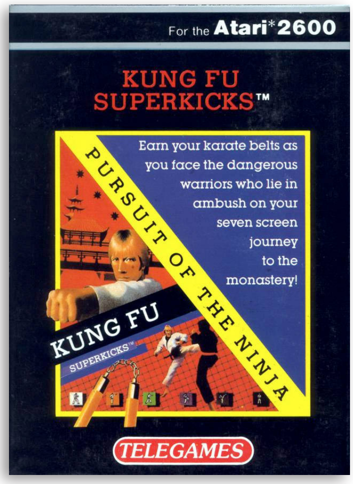
6.7

Developer	Activision *(Bob Whitehead)*
Publisher	Activision
Release date	1982
Genre	Shooter
Mode	1-2 Players

In Chopper Command the player controls a military helicopter in a desert scenario protecting a convoy of trucks. The goal is to destroy all enemy fighter jets and helicopters that attack the player's helicopter and the friendly trucks traveling below, ending the current wave. A radar, called a Long Range Scanner in the instruction manual, shows all enemies, including those not visible on the main screen.


ACTIVISION


800
ACTIVISION


For the Atari 2600
KUNG FU SUPERKICKS™
Earn your karate belts as you face the dangerous warriors who lie in ambush on your seven screen journey to the monastery!
PURSUIT OF THE NINJA
KUNG FU SUPERKICKS
TELEGAMES

Rarity: 5

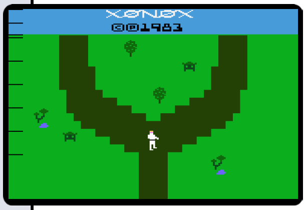
Chuck Norris Superkicks

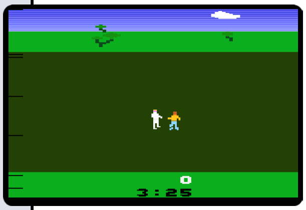
5.2

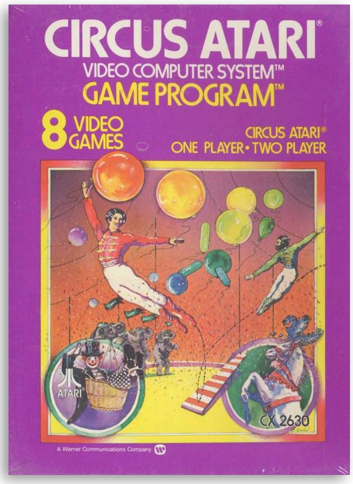
Developer	Xonox *(Robert Weatherby)*
Publisher	Xonox
Release date	1983
Genre	Action
Mode	1-2 Players

Chuck Norris Superkicks, is a action game where the player takes control of Chuck Norris. It was later sold as Kung Fu Superkicks when the license for the use of the name Chuck Norris expired.

The player is a martial arts expert that has to liberate a hostage. The game combines two types of gameplay: moving through a map, and fighting against enemies.






CIRCUS ATARI
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
CIRCUS ATARI
ONE PLAYER • TWO PLAYER
ATARI
CX 2630
A Warner Communications Company

Rarity: 2
Sears: 3

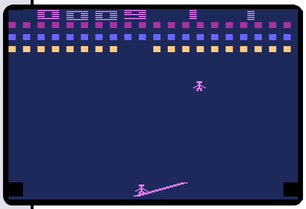
Circus Atari

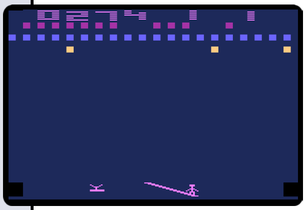
6.7

Developer	Atari *(Mike Lorenzen)*
Publisher	Atari
Release date	1980
Genre	Breakout
Mode	1-2 Players

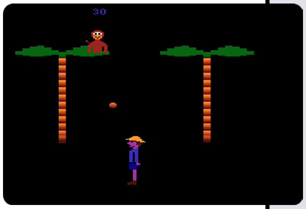
Circus was first released as a arcade game by Exidy in 1977. The game is an arranged version of Atari's Breakout, where the player controls a seesaw and clown in order to destroy all of the targets in the level.

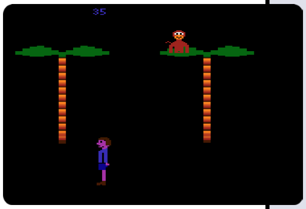
The Atari 2600 version by Mike Lorenzen was colorized unlike the arcade version and it supported the paddle controller.





6.3



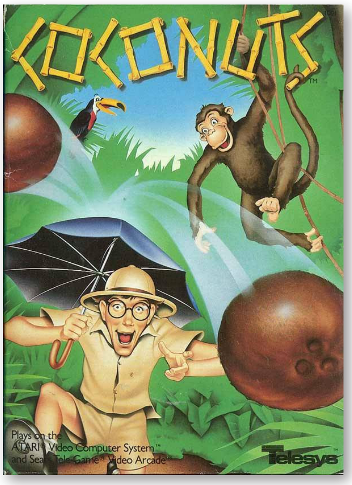


Coconuts

Developer	Telesys *(Jim Rupp)*
Publisher	Telesys
Release date	1982
Genre	Action
Mode	1-2 Players

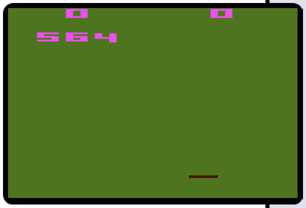
In CocoNuts Stanley the intrepid jungle explorer is under attack from Coco the monkey. Coco is up in the trees throwing coconuts at Stanley. The player, as Stanley, need to dodge the incoming coconuts. He begin the game equipped with a helmet and an umbrella to protect himself. Each time he are hit by a coconut, he lose one of these items. Players may also regain an item by scoring enough points.

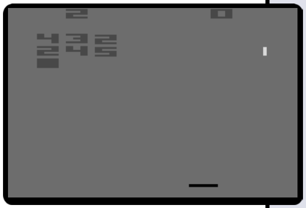
"mobygames.com"


COCONUTS
Plays on the ATARI Video Computer System™ and Sears Tele-Game™ Video Arcade
Telesys

Rarity: 4

4.1

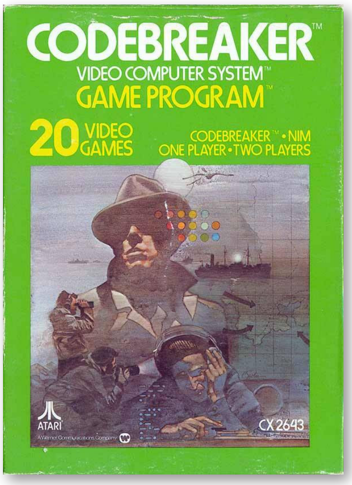




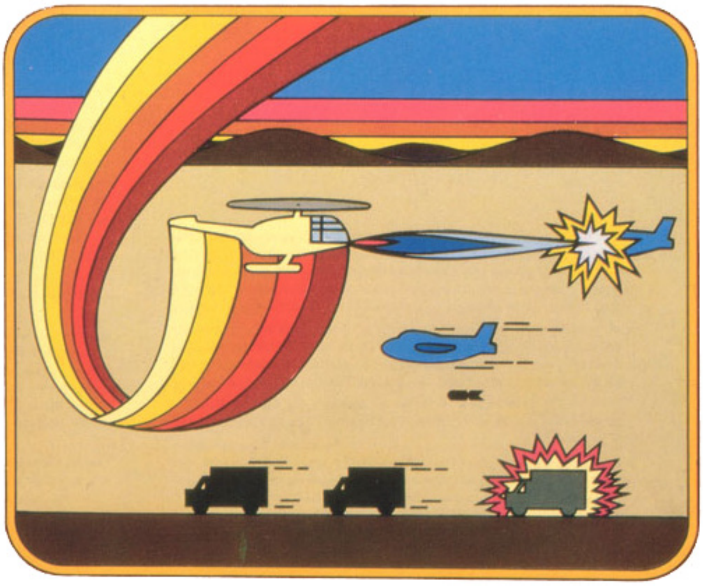
Codebreaker

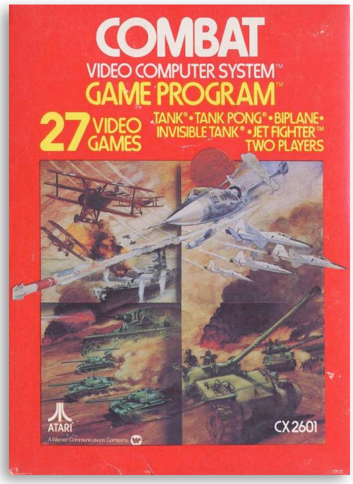
Developer	Atari *(Larry Kaplan)*
Publisher	Atari
Release date	1978
Genre	Strategy
Mode	1-2 Players

In Codebreaker the goal is to guess a 3 or 4 digit secret code which is generated by either the computer or another player. Depending on the difficulty setting, the player has either 8 or 12 guesses to figure out the code by entering in values with the keyboard controller. After each guess, the computer analyzes the input and displays results which indicate if players have a correct digit in the correct position, a correct digit in the wrong position, or no correct digits at all.


CODEBREAKER™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
20 VIDEO GAMES
CODEBREAKER™ • NIM
ONE PLAYER • TWO PLAYERS
ATARI
CX 2643

Rarity: 3
Sears: 4




COMBAT
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
27 VIDEO GAMES
TANK™ • TANK PONG™ • BIPLANE • INVISIBLE TANK™ • JET FIGHTER™ TWO PLAYERS
ATARI
CX 2601

Rarity: 1
01 combat Label: 2
Sears: 2

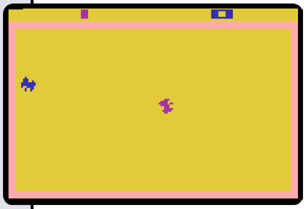
Combat

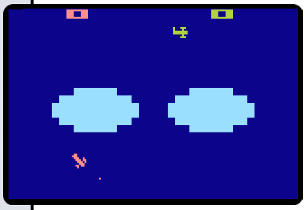
Developer	Atari *(Larry Wagner, Joe Decuir)*
Publisher	Atari
Release date	1977
Genre	Shooter
Mode	2 Players

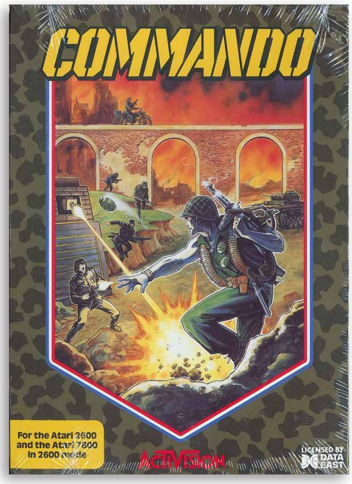
Combat, released as one of the nine launch titles, was based on two earlier black-and-white coin-operated arcade games produced by Atari: Tank in 1974 and Jet Fighter in 1975. Combat boasted having 27 games in one, which were all variations on the tank, biplane, and jet gameplay.

The game was later re-released as Tank Plus by Sears.

6.9






COMMANDO
For the Atari 2600 and the Atari 7800 in 2600 mode
ACTIVISION
LICENSED BY DATA EAST

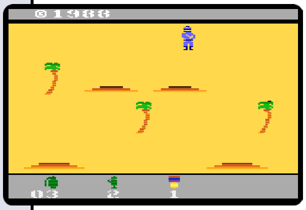
Rarity: 3

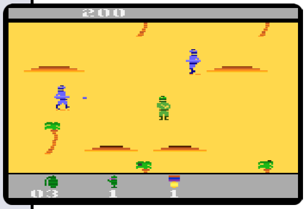
Commando

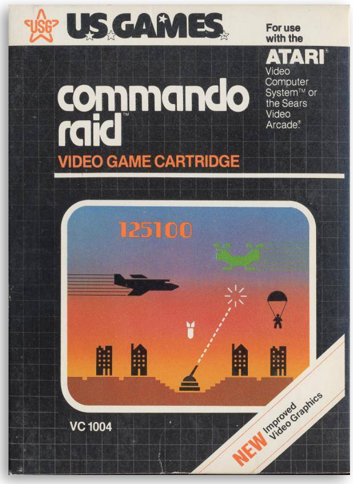
Developer	Activision *(Mike Reidel)*
Publisher	Activision
Release date	1988
Genre	Action
Mode	1-2 Players

Commando was originally released as run & gun, vertically scrolling arcade game released in 1985. The player takes control of a soldier named Super Joe, who starts by being dropped off in a jungle by a helicopter, and has to fight his way out singlehandedly, fending off a massive assault of enemy soldiers. At the end of each level players will encounter an enemy base, at which point they must defeat a certain number of soldiers before they will be able to enter the base.

6.2






US GAMES
For use with the ATARI Video Computer System™ or the Sears Video Arcade™
commando raid™
VIDEO GAME CARTRIDGE
125100
VC 1004
NEW Improved Video Graphics

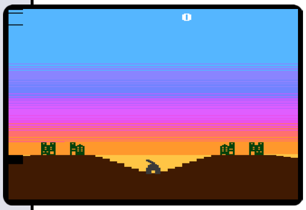
Rarity: 2

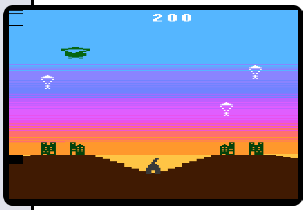
Commando Raid

Developer	Wickstead Design *(Wes Trager, Henry Will IV)*
Publisher	U.S. Games
Release date	1982
Genre	Shooter
Mode	1 Player

Your city is under attack by commando raiders, and it's the players job to defend it. They control a large gun at the bottom of the screen. Choppers will be flying in paratroopers, both of which need to be destroyed. If a paratrooper makes it past the fire and lands, it will damage and eventually destroy one of the buildings in the city. After a building is destroyed, the paratroopers will then begin tunneling towards the gun in an effort to destroy it.

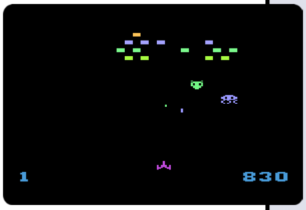
6.4





7.7

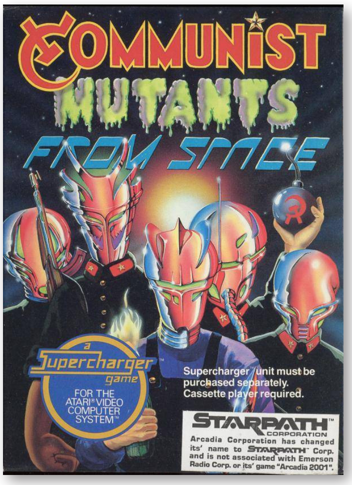
COMMIE MUTANTS



Communist Mutants from Space

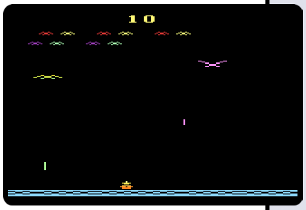
Developer Starpath *(Stephen Landrum)*
Publisher Starpath
Release date 1982
Genre Shooter
Mode 1-4 Players

Communist Mutants from Space is a fixed shooter by Starpath (formerly known as Arcadia). In the game, aliens from the communist planet of Rooskee are invading peaceful, democratic planets and turning their inhabitants into "Communist Mutants." The communist mutant armies are controlled by the Mother Creature, a strange alien who has gone mad due to irradiated vodka.


COMMUNIST MUTANTS FROM SPACE
a Supercharger game
FOR THE ATARI® VIDEO COMPUTER SYSTEM™
Supercharger unit must be purchased separately. Cassette player required.
STARPATH CORPORATION

Rarity: 4

5.4

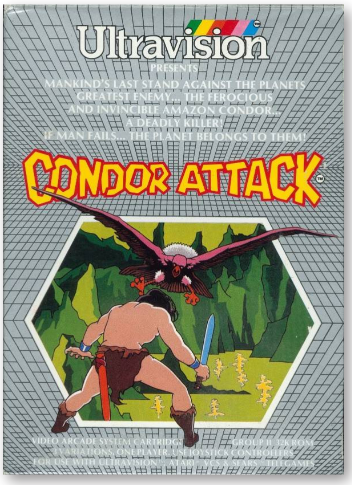


Condor Attack

Developer Ultravision
Publisher Ultravision
Release date 1983
Genre Shooter
Mode 1 Players

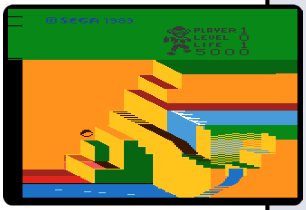
Condor Attack is a clone of Demon Attack, which itself was inspired by another game, the 1980 arcade game Phoenix.

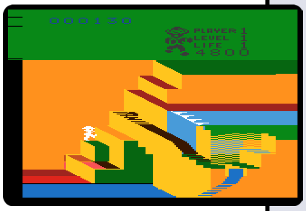
There are bare cartridges showing up on eBay fairly regularly, but a complete, boxed copy only shows up every now and then. In late 2012, a boxed, albeit roughed-up copy, sold for $1340. A more pristine copy sold a month earlier for over $1800.


Ultravision
PRESENTS
CONDOR ATTACK

Rarity: 9
K-Tel Vision: 9

7.1



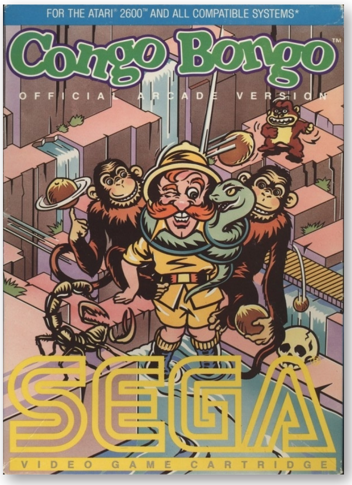


Congo Bongo

Developer Beck-Tech *(Phat Ho, Steve Beck)*
Publisher Sega
Release date 1983
Genre Platformer
Mode 1-2 Players

Congo Bongo is an isometric platform arcade game released by Sega in 1983. The player takes the role of a red-nosed safari hunter who tries to catch an ape named Bongo. The hunter seeks Bongo to exact revenge for an apparent practical joke in which Bongo set fire to the hunter's tent, giving him a literal "hotfoot."

Despite being a commercial failure when it was initially released Congo Bongo has been ported to nearly every major gaming platform of the day.


FOR THE ATARI® 2600™ AND ALL COMPATIBLE SYSTEMS*
Congo Bongo
OFFICIAL ARCADE VERSION
SEGA
VIDEO GAME CARTRIDGE

Rarity: 4

THE ATARI® SESAME STREET LIBRARY. A REVOLUTION IN CHILD'S PLAY.

CCW
BIG BIRD'S EGG CATCH
ALPHA BEAM WITH ERNIE
ATARI
COOKIE MONSTER MUNCH
FOR CHILDREN AGES 3 - 7
SESAME STREET

The Computer Age is here, and whether adults are ready for it or not, children will have to be.

Computers may well play a larger part in the education of children than television ever did.

In fact, the people who make Sesame Street have even created a new company, Children's Computer Workshop, and worked with Atari to develop these new educational games especially for boys and girls ages 3 to 7.

The games feature familiar Sesame Street characters and require a special new controller designed for little hands and growing minds.

They encourage children to practice important early-learning skills, such as letter matching and problem solving. And each game has multiple skill levels, too. So children can play alone or together, and a 7-year-old can have as much fun as a 3-year-old.

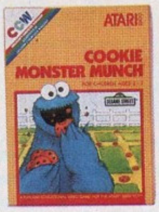
The first three games, described below, are for the Atari 2600™ VCS™ game console—the world's most popular video game system. And in the months and years to come, The Atari Sesame Street Library will grow as fast as kids.

It won't teach your children how to become computer scientists, and that's OK. But it *will* allow them to take a confident first step into The Computer Age.

And it *will* provide them with the opportunity, and the advantage, of being exposed to something which will soon be as important to a well-rounded person as music, or literature, or even baseball.

Atari is revolutionizing Child's Play.

And we've only just begun.



Help COOKIE MONSTER™ pick up cookies in a series of mazes and put them in his cookie jar. You get one point for each cookie in the jar. But knowing COOKIE MONSTER, they won't be there very long. Oh, well. That's the way the cookie crumbles.
This game helps kids 3 to 7 become familiar with maze-tracing and the concepts of left, right, up and down.

CCW
ATARI
ALPHA BEAM WITH ERNIE

Your spaceship is out of gas! Your mission is to pilot a shuttle craft to a refueling zone, use your tractor beam to capture fuel tanks identified with alphabet letters, and fill your spaceship's lettered fuel bays so you can blast off.
This game helps kids 3 to 7 practice letter-recognition and letter-matching skills in a cooperative setting.

CCW
ATARI
BIG BIRD'S EGG CATCH

Chickens are laying eggs in the hayloft, and BIG BIRD™ has to catch them. As the eggs roll down long, maze-like chutes, you must move BIG BIRD right and left, catching the eggs in the basket on his head. Watch out, or you've got scrambled eggs!
This game gives kids 3 to 7 practice with the concepts of left and right, and following directional arrows.

ATARI
CCW
SESAME STREET
LIBRARY

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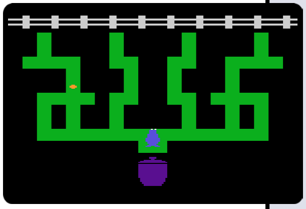
CCW™
CHILDREN'S COMPUTER WORKSHOP
AN ACTIVITY OF
CHILDREN'S TELEVISION WORKSHOP

6.1

Cookie Monster Munch

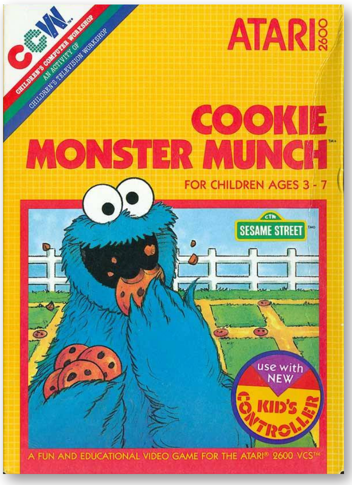
Cookie
Monster
Munch
© ATARI 1983



Developer	Atari, Children's Computer Workshop *(Gary Stark)*
Publisher	Atari
Release date	1983
Genre	Edutainment
Mode	1-2 Players

The objective of Cookie Monster Munch is to guide Sesame Street's Cookie Monster through a simple maze, collecting cookies and placing them in a cookie jar at the bottom of the screen.

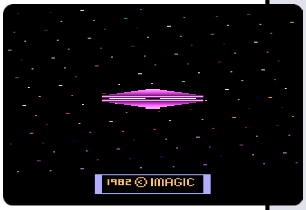
The game uses an Atari Kid's Controller (sold separately), although the regular keyboard controller would also work.

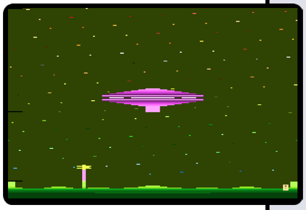

CCW
ATARI 2600
COOKIE MONSTER MUNCH
FOR CHILDREN AGES 3 - 7
SESAME STREET
use with NEW KID'S CONTROLLER
A FUN AND EDUCATIONAL VIDEO GAME FOR THE ATARI® 2600 VCS™

Rarity: 4

7.4

Cosmic Ark

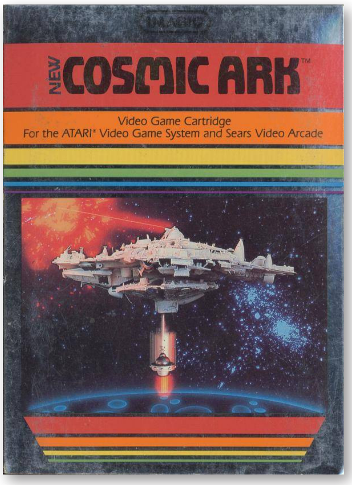

1982 © IMAGIC



Developer	Imagic *(Rob Fulop)*
Publisher	Imagic
Release date	1982
Genre	Action-adventure
Mode	1-2 Players

Cosmic Ark is a 1982 Atari 2600 video game, released by Imagic as the sequel to the Atlantis. It is believed to be the first-ever console game sequel. The objective is to gather specimens from different planets aboard a cosmic ark.

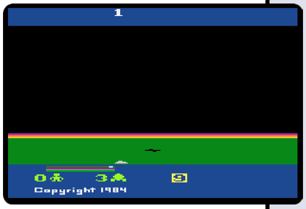
There are two versions of Cosmic Ark. One allows the player to toggle starfield display by changing the Atari 2600's "TV Type" switch. The other version features a starfield display that cannot be disabled.

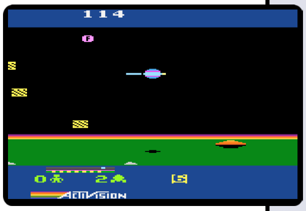

IMAGIC
NEW
COSMIC ARK
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade

Rarity: 2

5.7

Cosmic Commuter

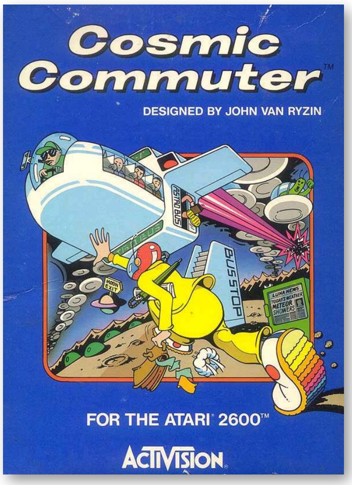

Copyright 1984


114
ACTIVISION

Developer	Activision *(John Van Ryzin)*
Publisher	Activision
Release date	1984
Genre	Action
Mode	1-2 Players

Cosmic Commuter was programmed by John Van Ryzin before H.E.R.O., but released a year aftewards. The game takes place in the year 2075. Players work for the Galactic Travel Agency, and need to help the citizens commute to and from work.

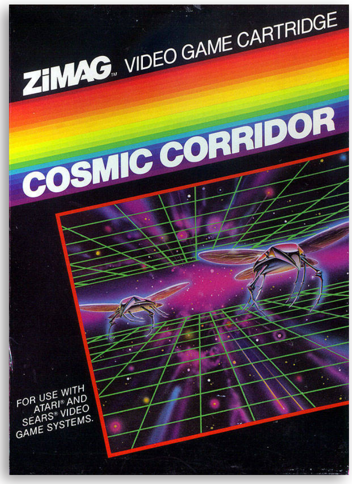
The game was released in 1985, a year after the great videogame crash, and is one of the rarer Activision games for that reason.


Cosmic Commuter
DESIGNED BY JOHN VAN RYZIN
BUS STOP
FOR THE ATARI 2600™
ACTIVISION

Rarity: 5

Cosmic Corridor

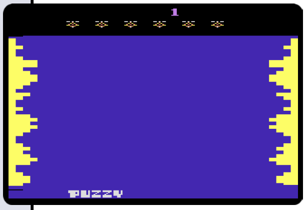
3.1

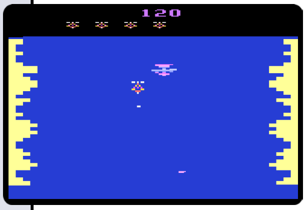

ZIMAG VIDEO GAME CARTRIDGE
COSMIC CORRIDOR
FOR USE WITH ATARI® AND SEARS® VIDEO GAME SYSTEMS.

Rarity: 6
Space Tunnel: 9

Developer	BitCorp
Publisher	Zimag, (eu) Puzzy
Release date	1982
Genre	Shooter
Mode	1 Player

Cosmic Corridor is just another space shooter on the Atari 2600. It is the NTSC release of Bit Corporation's Space Tunnel. The PAL release is also known as Weltraumtunnel.





Cosmic Creeps

5.9

COSMIC CREEPS
Telesys

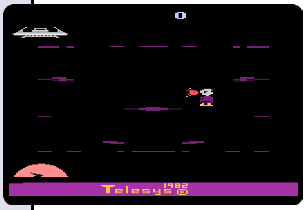
Rarity: 4

Developer	Telesys *(Don Ruffcorn)*
Publisher	Telesys
Release date	1982
Genre	Action
Mode	1 Player

Civilization is doomed. The players is it`s last hope. They must protect the Cosmic Kids from the Cosmic Creeps as they escape the orbit-decaying planet.

The first part of the game is The Voyage. Players begin on the bottom in their Orbinaut and must move to the space station at the top while avoiding plasma. The second part of the game is The Rescue. Players must save a kid from two Cosmic Creeps by shooting them.

"mobygames.com"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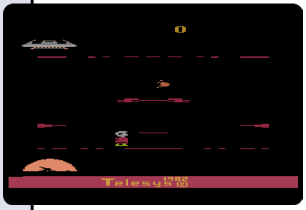
Telesys 1982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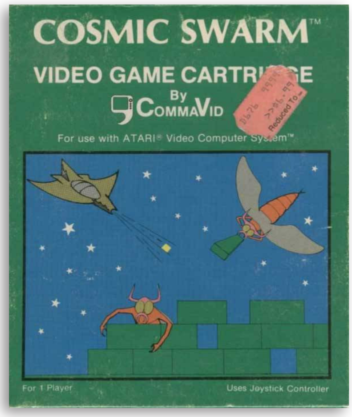
Telesys 1982

Cosmic Swarm

4.2


COSMIC SWARM™
VIDEO GAME CARTRIDGE
By CommaVid
For use with ATARI® Video Computer System™
For 1 Player
Uses Joystick Controller

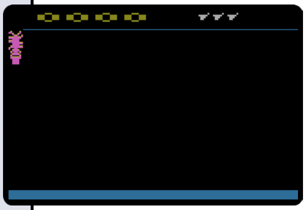
Rarity: 6

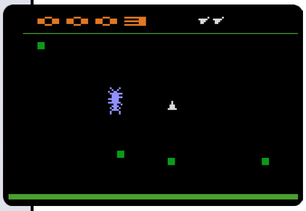
Developer	CommaVid *(John Bronstein)*
Publisher	CommaVid
Release date	1982
Genre	Shooter
Mode	1 Player

The player are at the Waypoint Interstellar Trade Depot, a quiet outpost in space, when suddenly a dormant group of alien, mineral-eating termites awakens. They then begin haphazardly making their nest.

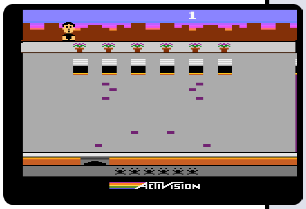
Using the probe ship, players must destroy the termites and their nest blocks. They simply fire at the termites to destroy them but their nest blocks must be energized before players can destroy them.

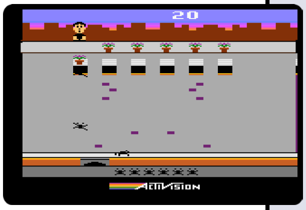
"mobygames.com"





6.6

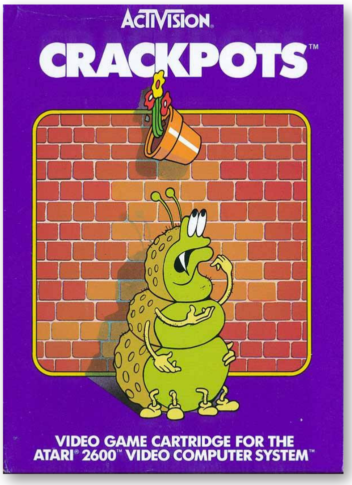




Crackpots

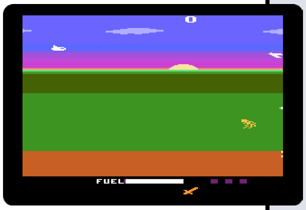
Developer Activision *(Dan Kitchen)*
Publisher Activision
Release date 1983
Genre Shooter
Mode 1-2 Players

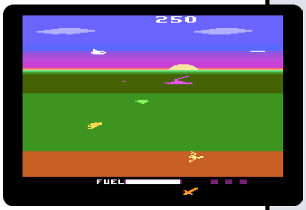
Crackpots is an Atari 2600 game designed by Dan Kitchen. In the game, the player controls Potsy, a gardener. Potsy's Brooklyn building is being overrun by spiders trying to climb inside six different windows. The player moves Potsy back and forth along the roof to drop pots on the spiders before they get close enough to enter the windows.


ACTIVISION
CRACKPOTS™
VIDEO GAME CARTRIDGE FOR THE ATARI® 2600™ VIDEO COMPUTER SYSTEM™

Rarity: 4

6.5



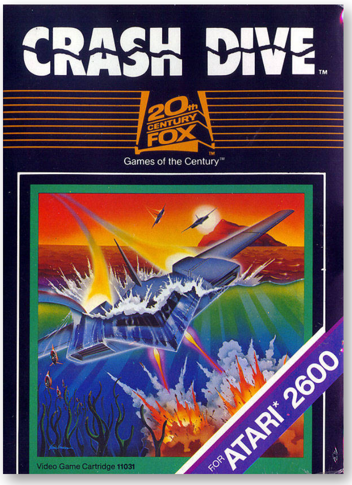


Crash Dive

Developer 20th Century Fox *(Bill Aspromonte)*
Publisher 20th Century Fox
Release date 1983
Genre Shooter
Mode 1-2 Players

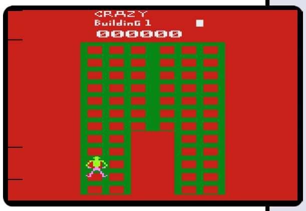
The object of this game is to use the flying sub, the Sea Hunter, to destroy enemies and get treasures. The sub move fastest when in the air, half speed when in the water and cannot move forward when on the sea bottom. Players just play until they crash the sub or run out of fuel. They refuel by docking with the sub at the top of the sea called Sea View.

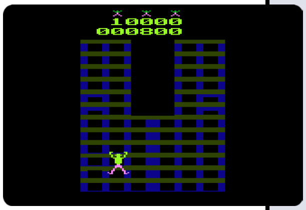
"mobygames.com"


CRASH DIVE™
20th CENTURY FOX
Games of the Century™
FOR ATARI® 2600
Video Game Cartridge 11031

Rarity: 5

7.4



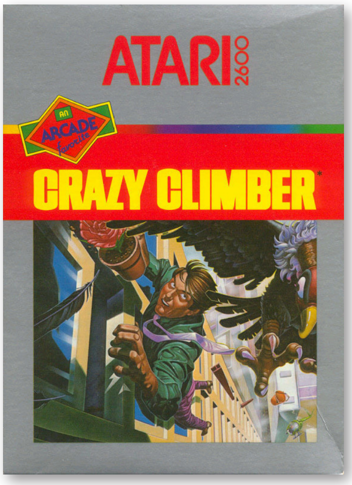


Crazy Climber

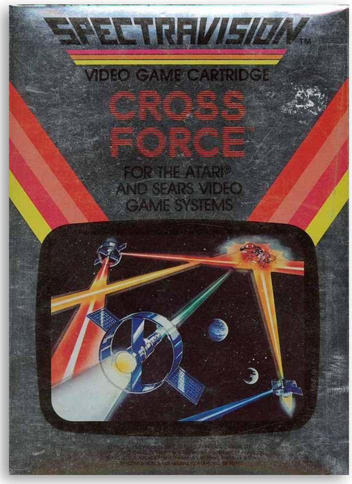
Developer Roklan *(Alex Leavens)*
Publisher Atari
Release date 1982
Genre Action
Mode 1-2 Players

Crazy Climber was first released as a 1980 coin-operated arcade game by Nichibutsu. It is one of Nichibutsu's most highly acclaimed video games in its library.

The Atari 2600 version is one of four Atari Club exclusive games, although this one did show up in limited quantities in toy clearances. This is a highly sought after version, both because it is hard to find, and because it is conversion of a popular coin-op.


ATARI 2600
AN ARCADE FAVORITE
CRAZY CLIMBER

Rarity: 8


SPECTRAVISION
VIDEO GAME CARTRIDGE
CROSS FORCE
FOR THE ATARI AND SEARS VIDEO GAME SYSTEMS

Rarity: 5

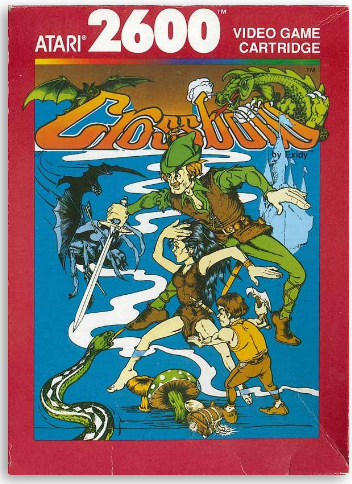
Cross Force

Developer	Spectravision
Publisher	Spectravision
Release date	1983
Genre	Shooter
Mode	1-2 Players

Cross Force is an shooter by Spectravision. In the game, players have two lasers, one at the top that fires down and one at the bottom that fires up. Players control both lasers. Depending on what they select, they can have both lasers stay parallel to each other or move opposite of each other. The goal is to fire the laser, which fires from one laser to the other, and destroy any enemies caught in the crossfire.

"mobygames.com"

5.7


ATARI 2600
VIDEO GAME CARTRIDGE
Crossbow
by Exidy

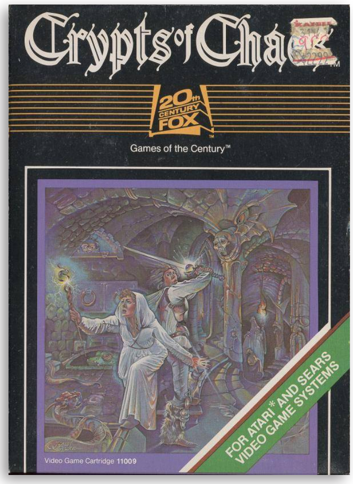
Rarity: 2

Crossbow

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Shooter
Mode	1-2 Players

Crossbow is a arcade game released by Exidy in 1983. It was later ported by Atari for the 2600. Gameplay requires the player to protect a band of adventurers from afar by shooting objects that threaten them. The adventurers enter from the left-hand side of the screen and attempt to cross the screen unharmed. If the player helps them reach the opposite side of the screen safely, the adventurers survive to the next scenario.

6.0


Crypts of Chaos
20th Century Fox
Games of the Century
FOR ATARI AND SEARS VIDEO GAME SYSTEMS
Video Game Cartridge 11009

Rarity: 5
Xante: 10

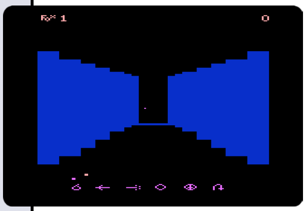
Crypts of Chaos

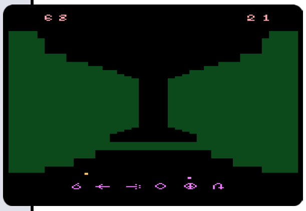
Developer	20th Century Fox *(John Marvin)*
Publisher	20th Century Fox
Release date	1982
Genre	Adventure, Role-Playing
Mode	1 Player

The object of this game is to kill monsters in the crypts, get treasures, and get out on the crypts. The players weapons are a sword (unlimited attacks but useless against wizards), wand (limited attacks, depending on game selection, useless on dragons), ring of power (limited attacks, depending on game selection), and peace symbol (unlimited uses but give no points and only useful on trolls, eyes, wizards and dragons).

"mobygames.com"

5.1

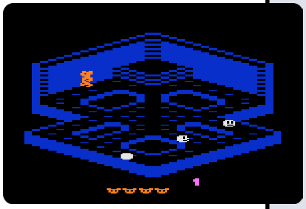




6.9

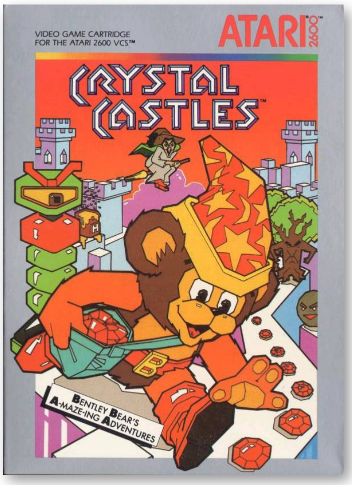
Crystal Castles

CRYSTAL
CASTLES
©1984 ATARI
LEVEL 1
0



Developer	Atari *(P: Peter C. Niday, G: Michael Kosaka)*
Publisher	Atari
Release date	1983
Genre	Action
Mode	1 Player

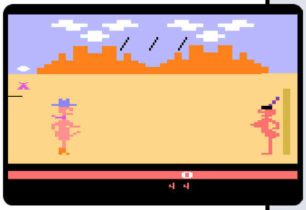
Crystal Castles was originally released as a 1983 arcade game by Atari. The player controls a cartoon bear named Bentley Bear, who has to collect gems located throughout trimetric-projected rendered castles while avoiding enemies out to get him as well as the gems. Because of the technical limitations of the Atari 2600, the port was simplified. The port was done by Peter C. Niday (Programmer), Robert Vieira (Sound), and Michael Kosaka (Graphics).


VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™
ATARI 2600
CRYSTAL CASTLES
Bentley Bear's A-maze-ing Adventures

Rarity: 2

5.0

Custer's Revenge

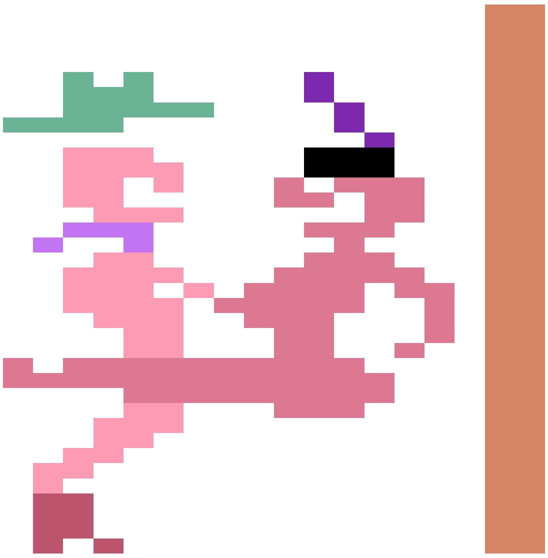


Developer	Mystique *(Joel H. Martin)*
Publisher	Mystique
Release date	1982
Genre	Action
Mode	1-2 Players

Custer's Revenge (also known as Westward Ho and The White Man Came) is an adult video game by Mystique. In the game, the player controls the character of Custer, depicted as a man wearing nothing but a cavalry hat, boots and a bandana, sporting a visible erection. Custer has to overcome arrow attacks to reach the other side of the screen. His goal is to rape a naked Native American woman tied to a pole.

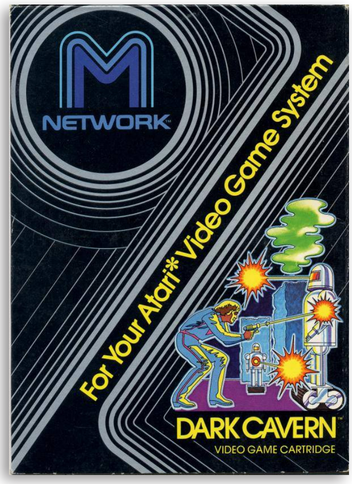
Mystique
ADULT VIDEO GAME CARTRIDGE
PRESENTS
SWEDISH EROTICA
CUSTER'S REVENGE
AN ADULT VIDEO GAME CARTRIDGE
For use with the ATARI® Video Game System
NOT FOR SALE TO MINORS
MYSTIQUE™ IS NOT AFFILIATED WITH ATARI, INC.

Rarity: 5



Dark Cavern

6.3

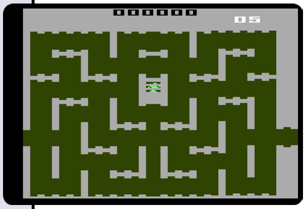

M NETWORK
For Your Atari* Video Game System
DARK CAVERN
VIDEO GAME CARTRIDGE

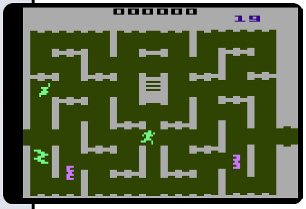
Rarity: 2
Night Stalker: 5

Developer	M-Network *(Hal Finney)*
Publisher	M-Network, (eu) Telegames
Release date	1982
Genre	Action
Mode	1 Player

Dark Cavern is an action shooting game originally for the Intellivision console. The player controls a man trapped in a hedgerow maze with no exits and many threats, some natural such as bats and spiders, others artificial and more deadly in nature such as robots. The port feature faster gameplay and the ability to carry more bullets.

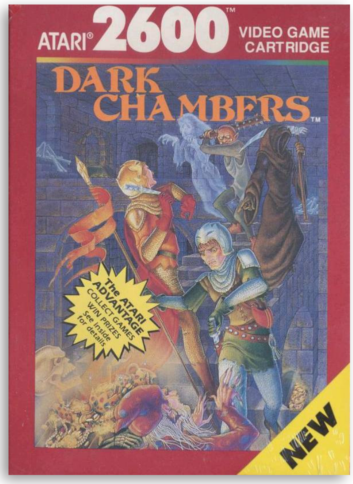
The game was released as Night Stalker, the original Intellivision title, on PAL format.





Dark Chambers

7.3


ATARI 2600 VIDEO GAME CARTRIDGE
DARK CHAMBERS
The ATARI ADVANTAGE
NEW

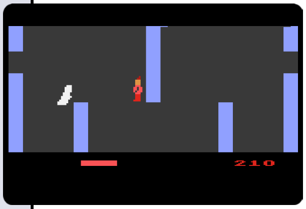
Rarity: 4

Developer	Sculptured Software *(John Palevich)*
Publisher	Atari
Release date	1988
Genre	Action-adventure
Mode	1-2 Players

Dandy (later Dandy Dungeon) is a dungeon crawl for the Atari 8-bit computers. When Atari reentered the game console business, they made a new Dandy-like game named Dark Chambers.

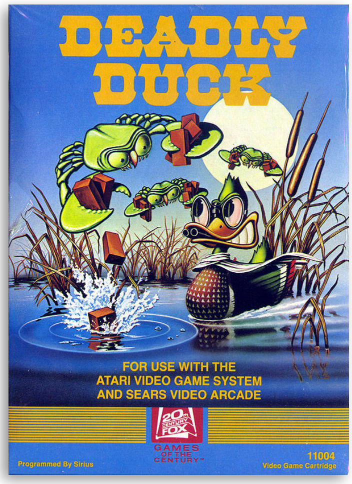
The game takes place in a maze-like dungeon, seen from an overhead view. The dungeon has multiple levels, connected together using stairwells. Portions of the mazes are blocked by locked doors, which can be opened with keys scattered through the maze.

Dark Chambers
©1988 ATARI
HI
0



Deadly Duck

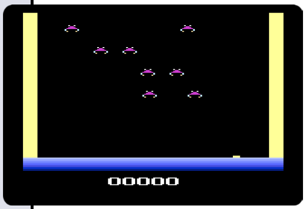
5.4

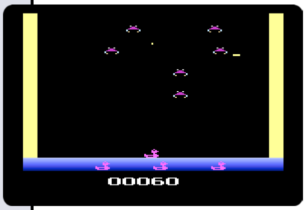

DEADLY DUCK
FOR USE WITH THE ATARI VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE
20th CENTURY FOX
GAMES
11004
Programmed By Sirius
Video Game Cartridge

Rarity: 4

Developer	Sirius Software *(Ed Hodapp)*
Publisher	20th Century Fox
Release date	1982
Genre	Shooter
Mode	1 Player

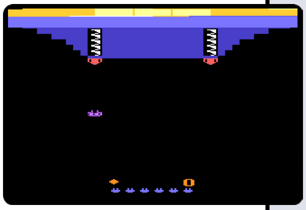
Deadly Duck is an Atari 2600 game designed by Ed Hodapp for Sirius Software. In the game, cranky crabs are attempting to get the ducks out of their ponds. The crabs fly in the air while throwing bricks and bombs at the ducks. To fight back, the ducks are armed with a bill that is also a gun barrel that shoots a limitless supply of bullets straight up. The player starts with four lives and a bonus life is awarded when all eight crabs in a level have been shot.





5.2

DEATH TRAP
AVALON HILL
©1983



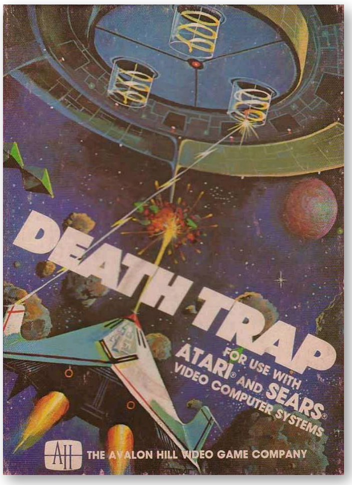
Death Trap

Developer	Avalon Hill *(Jim Jacob)*
Publisher	Avalon Hill
Release date	1983
Genre	Action, Strategy
Mode	1 Player

Players have been sent to deliver a message. Suddenly, they run into the giant ship IT. IT doesn't want that message to get to the Galactic Emperor. They must destroy all three power generators to escape. One generator is hidden until the other two are destroyed.

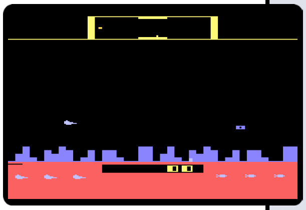
Players start with six ships at the bottom of the screen. Each time a fireball hits them, they lose a ship.

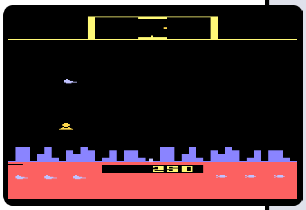
"mobygames.com"


DEATH TRAP
FOR USE WITH ATARI AND SEARS VIDEO COMPUTER SYSTEMS
THE AVALON HILL VIDEO GAME COMPANY

Rarity: 8

6.8



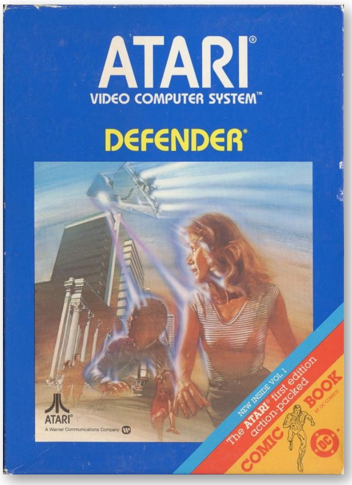


Defender

Developer	Atari *(P: Bob Polaro, G: Alan Murphy)*
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1-2 Players

Defender was first released as a 1981 arcade game by Williams Electronics. It was one of the most important titles of the Golden Age of Video Arcade Games.

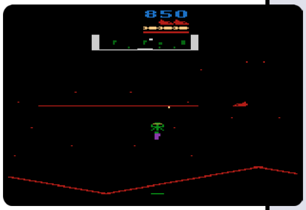
Versions like the Atari 2600 port distinctly changed the gameplay and graphics to comply with the system's specifications. Barton and Loguidice commented that the Atari 2600 version, along with Space Invaders and Asteroids, helped the system gain a dominant market share.


ATARI
VIDEO COMPUTER SYSTEM
DEFENDER
ATARI
NEW INSIDE VOL. 1
The ATARI first edition action-packed
COMIC BOOK

Rarity: 1
Sears: 2

7.4

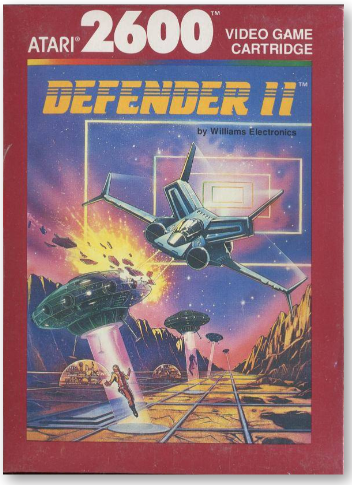
0
DEFENDER II
©1984 ATARI



Defender II

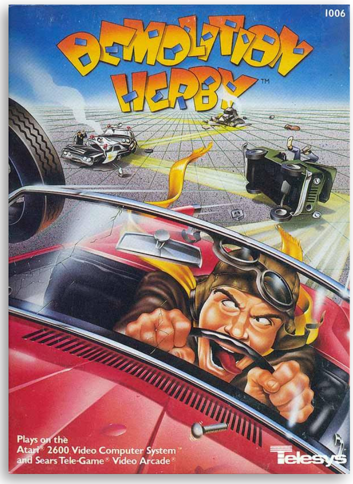
Developer	Atari *(P: Bill Aspromonte, S:Andrew Fuchs)*
Publisher	Atari
Release date	1988
Genre	Shooter
Mode	1 Player

Defender II is a renamed re-release of Stargate. The name was presumably used due to legal issues (according to the bonus material for Midway Arcade Treasures, Williams wanted to "make sure they could own the trademark" on the Defender name).


ATARI 2600
VIDEO GAME CARTRIDGE
DEFENDER II
by Williams Electronics

Rarity: 4

Demolition Herby

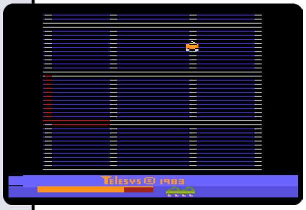

1006
DEMOLITION HERBY
Plays on the Atari 2600 Video Computer System and Sears Tele-Game Video Arcade
Telesys

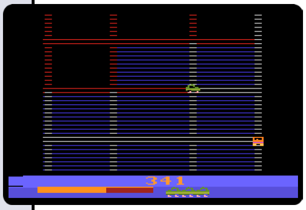
Rarity: 6
Color Handle: 7

5.6

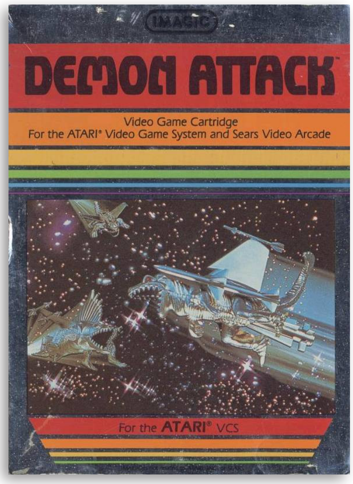
Developer	Telesys *(Don Ruffcorn)*
Publisher	Telesys
Release date	1983
Genre	Action
Mode	1-2 Players

Players are Demolition Herby and they're out to own the roads. They must drive around a square section to black it out; the object being to black out all sections. There are only three things in the way: the chase cars. When they drive over a line players have turned red, it turns white again. To make matters worse, they will try to ram players off the track. The good news is if players ram them from behind, they run them off the track for a few seconds.


Telesys © 1983



Demon Attack

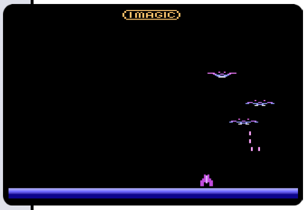

IMAGIC
DEMON ATTACK
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade
For the ATARI® VCS

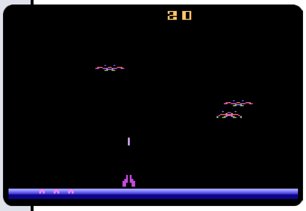
Rarity: 2
Blue Label: 5
Xante: 10

7.3

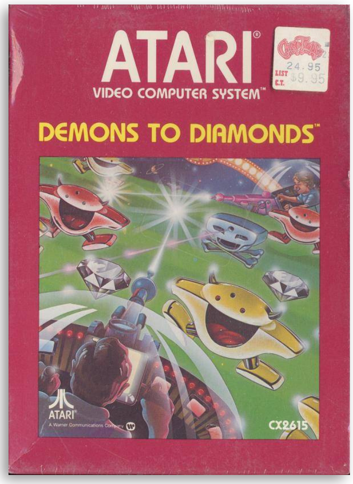
Developer	Imagic *(Rob Fulop)*
Publisher	Imagic
Release date	1982
Genre	Shooter
Mode	1-2 Players

Demon Attack is a video game written by Rob Fulop and published by Imagic. The game is supposedly based on the 1979 arcade shooter Galaxian, though it closely resembles several waves from the 1980 arcade game Phoenix. The similarities prompted a lawsuit from Atari, who had purchased the latter's home video game rights. Imagic settled out of court, and Demon Attack became Imagic's best-selling game as of 1983.





Demons to Diamonds


ATARI
VIDEO COMPUTER SYSTEM
DEMONS TO DIAMONDS
24.95
CX2615

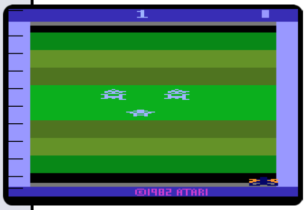
Rarity: 2
Sears: 3

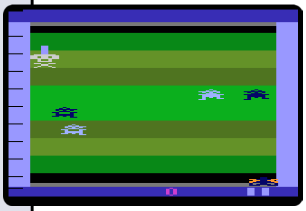
6.2

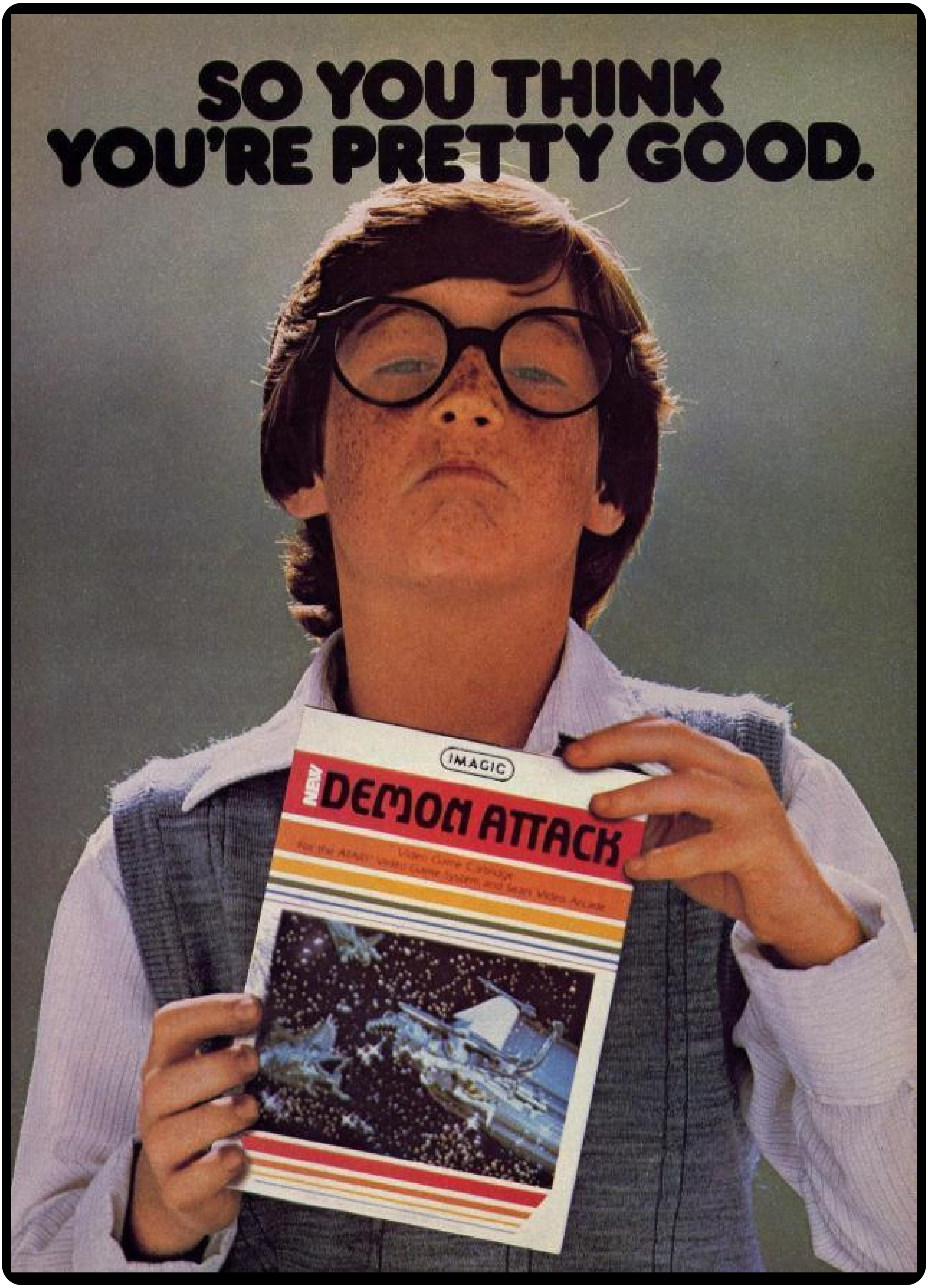
Developer	Atari *(P: Nick Turner, G: Alan Murphy)*
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1-2 Players

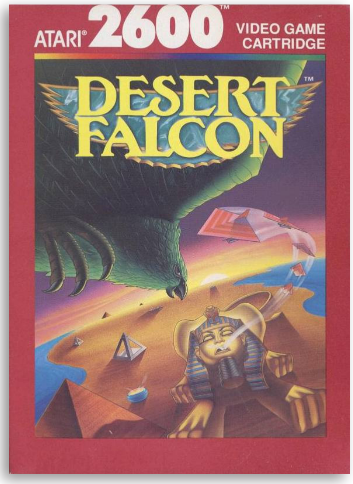
Demons to Diamonds was programmed by Nick Turner with graphics designed by Alan Murphy. In the game, players attempt to shoot demons in a "cosmic carnival" and then pick up the diamonds left behind by them, while dodging shots from enemy skulls.

The manual states that the game was "primarily designed for children in the 6 to 12 age range."


1
©1982 ATARI




SO YOU THINK
YOU'RE PRETTY GOOD.
IMAGIC
NEW
DEMON ATTACK
Video Game Cartridge
For the ATARI Video Game System and Sears Video Arcade


ATARI 2600
VIDEO GAME CARTRIDGE
DESERT FALCON

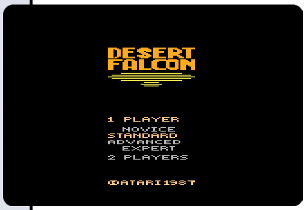
Rarity: 4

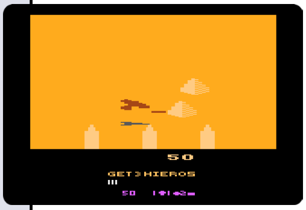
Desert Falcon

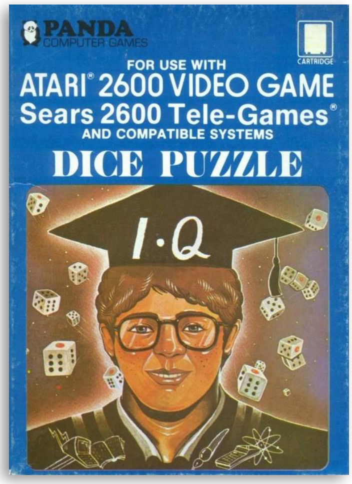
6.4

Developer Atari *(Bob Polaro)*
Publisher Atari
Release date 1987
Genre Shooter
Mode 1-2 Players

Desert Falcon is an arcade style shooter. Many of the Pharaoh's great treasures are lost throughout the desert, and the goal is to steal as many as the player can to earn points. The game features a scrolling, isometric point of view as players control their falcon through the various desert landscapes. Many desert creatures including vultures, warriors, flying fish, sphinxes and more will all attempt to stop them from succeeding in their task.


DESERT FALCON
1 PLAYER
NOVICE
STANDARD
ADVANCED
EXPERT
2 PLAYERS
©ATARI1987




PANDA
COMPUTER GAMES
FOR USE WITH
ATARI 2600 VIDEO GAME
Sears 2600 Tele-Games
AND COMPATIBLE SYSTEMS
CARTRIDGE
DICE PUZZLE
I.Q

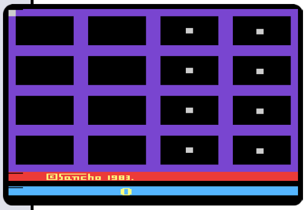
Rarity: 6

Dice Puzzle

7.0

Developer Panda Computer Games
Publisher Panda Computer Games
Release date 1983
Genre Puzzle
Mode 1 Player

This dice puzzle has 16 squares of random numbers between 1-6. The object is to change all the numbers to 6 in the shortest amount of time, using the fewest number of turns. When all the dice are changed to 6, the game will automatically end displaying time used and numbers of turns taken.


©Sancho 1983.
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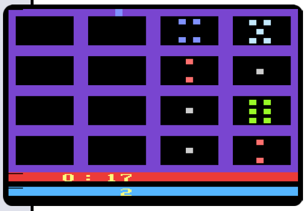
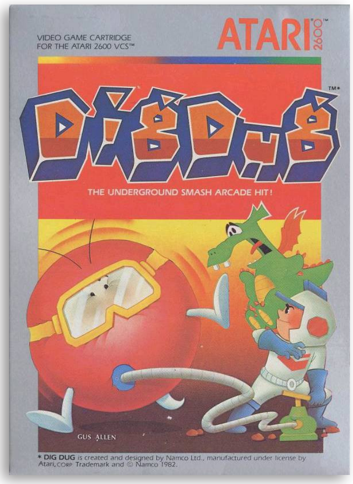



VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS
ATARI 2600
DIG DUG
THE UNDERGROUND SMASH ARCADE HIT!

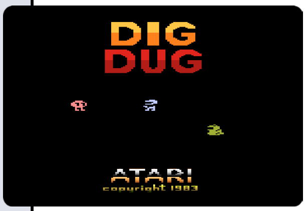
Rarity: 2

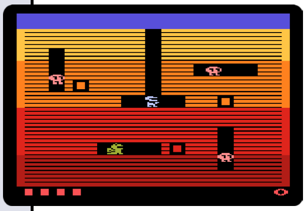
Dig Dug

7.4

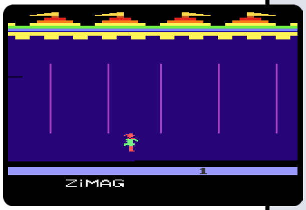
Developer Atari *(Douglas B. Macrae)*
Publisher Atari
Release date 1983
Genre Maze
Mode 1 Player

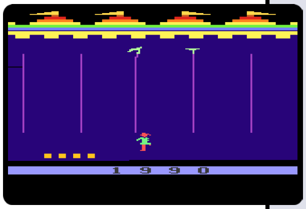
Dig Dug was first released as a 1982 arcade game by Namco. The objective of the game is to eliminate underground-dwelling monsters by either inflating them with an air pump until they explode, or by dropping rocks on them. The monsters normally crawl through the tunnels in the dirt but can turn into ghostly eyes and travel slowly through the dirt. The last enemy in a round will try to escape off the top left of the screen.


DIG DUG
ATARI
copyright 1983



4.6



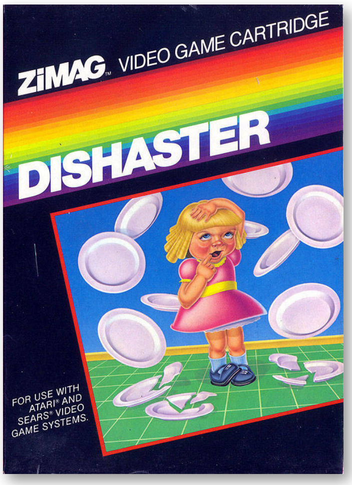


Dishaster

Developer	Zimag
Publisher	Zimag
Release date	1983
Genre	Action
Mode	1 Player

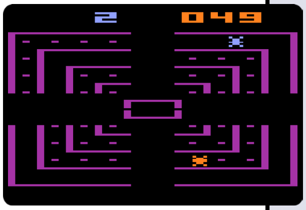
Dishaster is Zimag’s NTSC release of Bit Corporation’s Dancing Plate. The game is inspired by the circus tradition of keeping spinning plates suspended on poles. The player controls a girl attempting to keep a group of several spinning plates balanced on poles from falling.

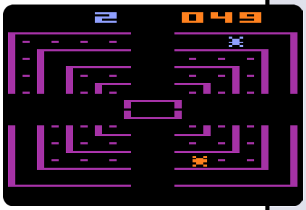
The game received negative reviews; criticism focused on the game’s repetition and monotony.


ZiMAG VIDEO GAME CARTRIDGE
DISHASTER
FOR USE WITH ATARI® AND SEARS® VIDEO GAME SYSTEMS.

Rarity: 5

6.3



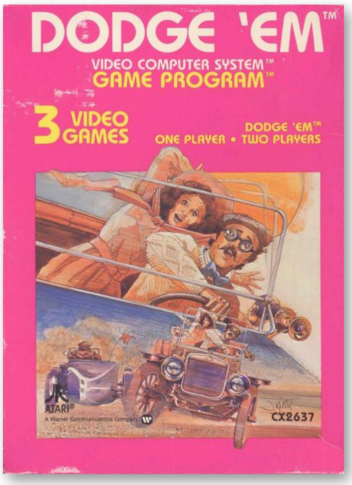


Dodge ‘Em

Developer	Atari *(Carla Meninsky)*
Publisher	Atari
Release date	1980
Genre	Action
Mode	1-2 Players

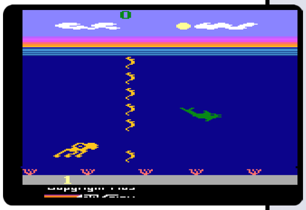
Dodge ‘Em, programmed by Carla Meninsky, is a driving game based on a single screen of four concentric roadways, the same as in Sega’s Head On (1979).

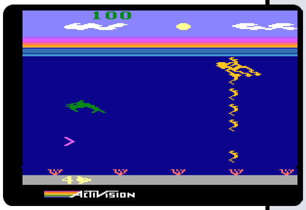
The player controls one car and has to drive counterclockwise, avoiding computer-controlled cars whose sole aim is to produce a head-on collision. Each roadway of the maze has four gaps in it. The player can use the gaps to change lanes in order to pick up other dots or to avoid the computer-controlled cars.


DODGE 'EM™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
3 VIDEO GAMES
DODGE 'EM™
ONE PLAYER • TWO PLAYERS
ATARI
CX2637

Rarity: 2
Sears Text Label: 3
Sears Picture Label: 4

5.7

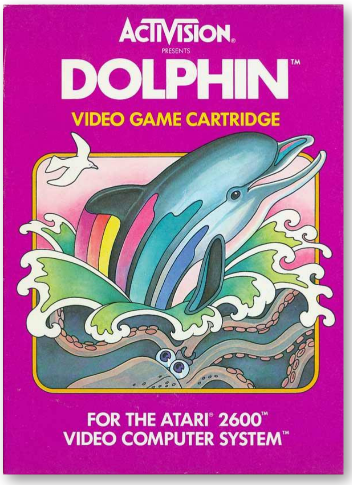



100
ACTIVISION

Dolphin

Developer	Activision *(Matthew Hubbard)*
Publisher	Activision
Release date	1983
Genre	Action
Mode	1-2 Players

The player assumes the persona of a dolphin attempting to flee from a giant squid. It must not only navigate packs of seahorses which, if a collision occurs, slows the dolphin’s speed, the player must navigate both forward-moving currents (indicated by an arrow pointed in the direction of the player’s movement) and, conversely, backward-moving currents. The former permits the player to accelerate while the latter slows the player’s rate of progression.


ACTIVISION
PRESENTS
DOLPHIN™
VIDEO GAME CARTRIDGE
FOR THE ATARI® 2600™
VIDEO COMPUTER SYSTEM™

Rarity: 3

DE REUS VAN DE AMUSEMENTSHALLEN NU EINDELIJK OP VIDEOSPELCASSETTE.

DONKEY KONG™

DONKEY KONG™
Nintendo™
BASED ON THE REAL ARCADE GAME
CBS ELECTRONICS VIDEO GAME CARTRIDGE FOR THE ATARI® VIDEO COMPUTER SYSTEM™
CBS ELECTRONICS

Eindelijk op je T.V.-scherm. Donkey Kong. De doldrieste aap die hoog in z'n stalen fort een meisje gevangen houdt. Verzamel al je moed en ga haar bevrijden. Maar kijk uit! Hij bekogelt je met vaten.
Heb je 't overleefd en de top bereikt? Dan is 't nog te vroeg om te juichen. Want nu verandert 't fort in een vrijwel onneembare vesting.
CBS Electronics heeft nog meer van die sensationele spellen: GORF®, CARNIVAL®, WIZARD OF WOR®.
Bekend van de amusementshallen.
Geprezen om hun kwaliteit.
Verkrijgbaar voor het Atari- en Intellivision systeem.

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THUIS IN DE TOEKOMST

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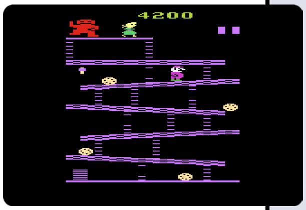
7.0

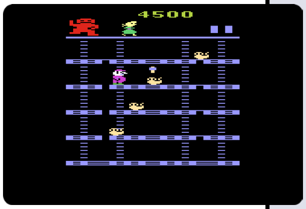
Donkey Kong

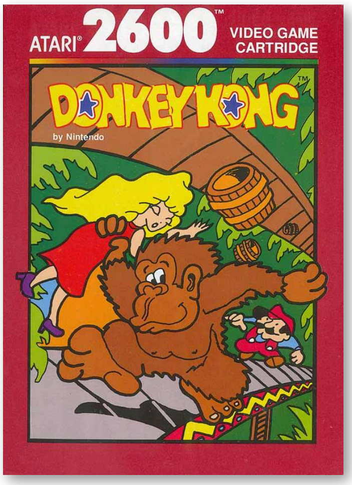
Developer	Imaginative Systems *(Garry Kitchen)*
Publisher	Atari, Coleco
Release date	1982
Genre	Platformer
Mode	1 Player

Donkey Kong, first released as a 1981 arcade game by Nintendo, is an early example of the platform game genre, as the gameplay focuses on maneuvering the main character across a series of platforms while dodging and jumping over obstacles.

Sound effects from the Atari 2600 version often serve as generic video game sounds in films and television series.






ATARI 2600 VIDEO GAME CARTRIDGE
DONKEY KONG
by Nintendo

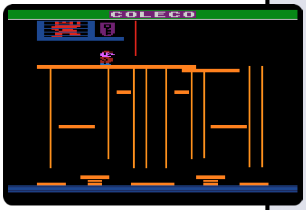
Rarity: 3
Coleco: 1

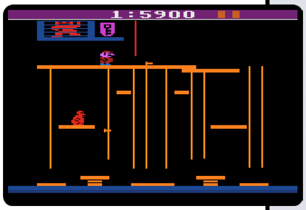
6.8

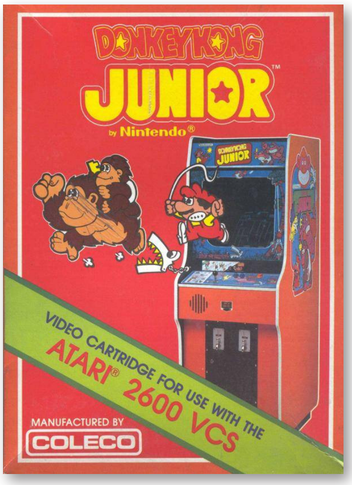
Donkey Kong Junior

Developer	Atari *(Harley H. Puthuff, Jr.)*
Publisher	Atari, Coleco
Release date	1983
Genre	Platformer
Mode	1-2 Players

Donkey Kong Jr. first appeared in arcades in 1982, and, over the course of the 1980s, was later released for a variety of platforms. Like its Donkey Kong predecessor, Donkey Kong Jr. is an arcade-style platform game. Its eponymous star is trying to rescue his father Donkey Kong, who has been imprisoned. Donkey Kong's cage is guarded by Mario, in his only appearance as an antagonist in a Nintendo video game.






DONKEY KONG
JUNIOR
by Nintendo
VIDEO CARTRIDGE FOR USE WITH THE
ATARI 2600 VCS
MANUFACTURED BY
COLECO

Rarity: 4

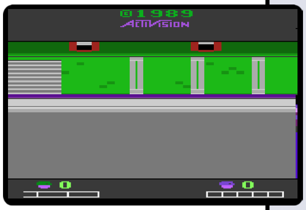
5.4

Double Dragon

Developer	Activision *(Dan Kitchen)*
Publisher	Activision
Release date	1989
Genre	Beat 'em up
Mode	1-2 Players

Double Dragon was first released as a 1987 arcade game by Technōs Japan. The game is the spiritual successor to Technos' earlier beat 'em up, Renegade.

The 2600 port made many sacrifices, most notably with the graphics, which means that the characters look very bizarre in terms of the colors used for them. In addition, the one-button setup required Activision to compress many of the fighting moves by combining button presses with joystick movements.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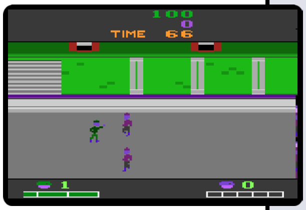
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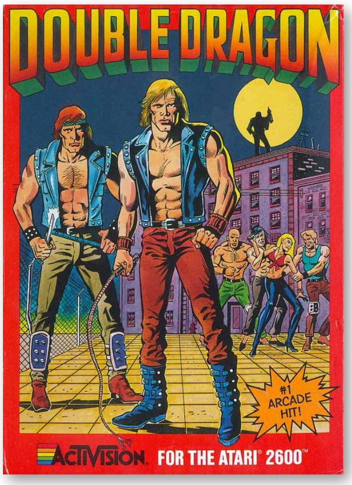
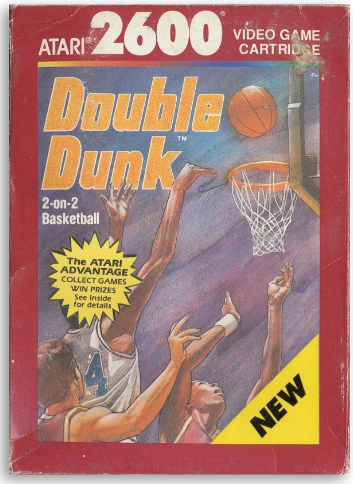

DOUBLE DRAGON
#1 ARCADE HIT!
ACTIVISION. FOR THE ATARI 2600

Rarity: 5


ATARI 2600 VIDEO GAME CARTRIDGE
Double Dunk
2-on-2 Basketball
The ATARI ADVANTAGE COLLECT GAMES WIN PRIZES See inside for details
NEW

Rarity: 4

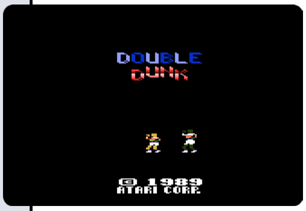
Double Dunk

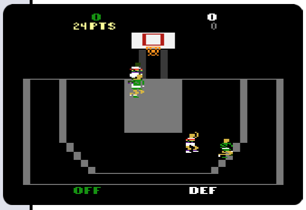
Developer	Atari *(Matthew Hubbard)*
Publisher	Atari
Release date	1989
Genre	Sports
Mode	1-2 Players

Double Dunk is a basketball-based video game for the Atari 2600. Programmed by Matthew Hubbard, it was one of the last games produced by Atari for its most well-known console.

The game is a simulation of two-on-two, half-court basketball. Teams have two on-screen characters, a shorter "outside" man and a taller "inside" man.

6.1


DOUBLE DUNK
© 1989 ATARI CORP.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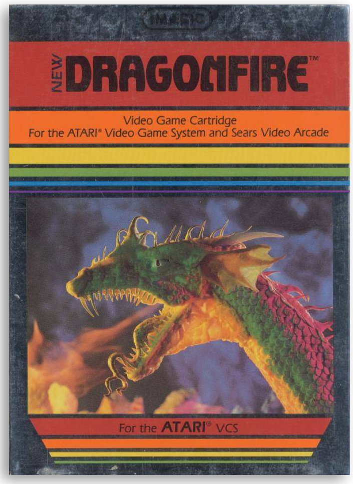

IMAGIC
NEW
DRAGONFIRE
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade
For the ATARI® VCS

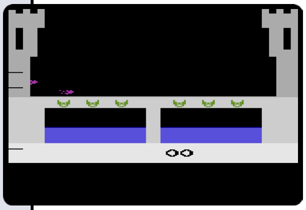
Rarity: 2

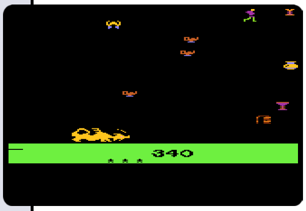
Dragonfire

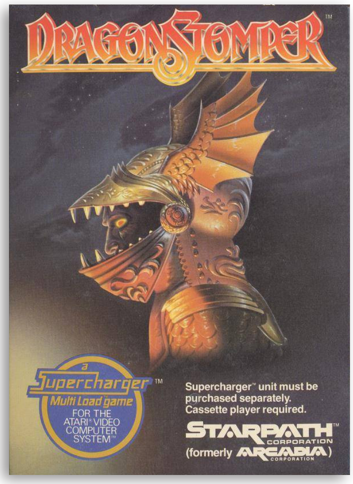
Developer	Imagic *(Bob Smith)*
Publisher	Imagic
Release date	1982
Genre	Action
Mode	1-2 Players

Dragonfire is a 1982 video game by Imagic in which the player grabs treasure guarded by a dragon while avoiding fireballs. Each level consists of two stages. The first stage is a side view of the character trying to cross a drawbridge to reach a castle. To traverse the bridge, the player must duck under high fireballs and jump over low fireballs. The second stage has a more top-down point of view where the player must guide the character around a room.

6.9






DRAGONSTOMPER
Supercharger Multi Load game FOR THE ATARI VIDEO COMPUTER SYSTEM
Supercharger unit must be purchased separately. Cassette player required.
STARPATH CORPORATION
(formerly ARCADIA CORPORATION)

Rarity: 5

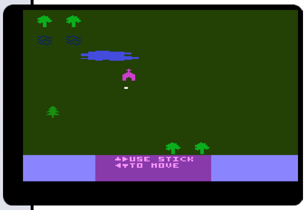
Dragonstomper

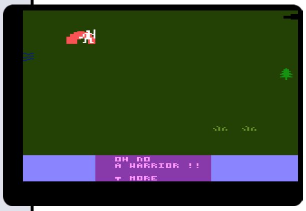
Developer	Starpath *(Stephen Landrum)*
Publisher	Starpath
Release date	1982
Genre	Role-playing
Mode	1 Player

Dragonstomper is a role-playing game programmed by Stephen Landrum. Making use of the Starpath Supercharger, Dragonstomper was perhaps the truest RPG for the Atari 2600.

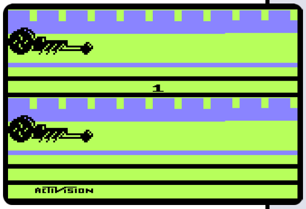
The game follows the adventures of a dragon hunter who is given a quest by the king to defeat a dragon and reclaim a magical amulet that was stolen. Players makes their way over the countryside vanquishing various adversaries and gaining gold and experience.

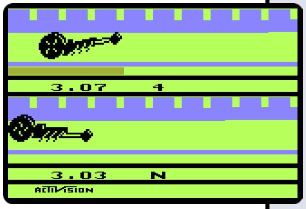
7.8


USE STICK TO MOVE


OH NO A WARRIOR !! MORE

4.9



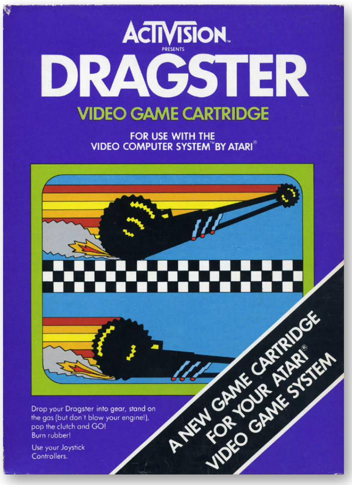


Dragster

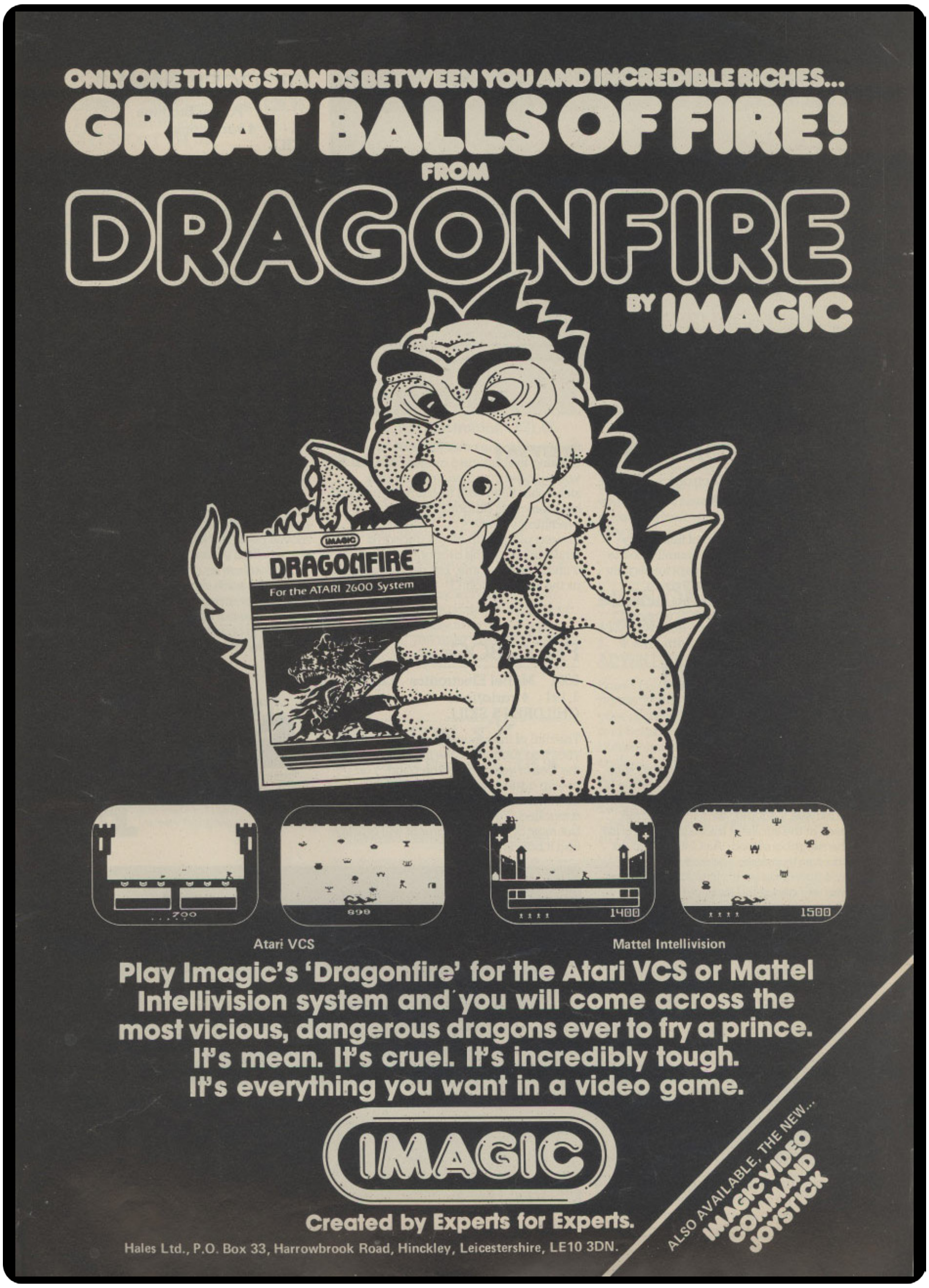
Developer	Activision *(David Crane)*
Publisher	Activision
Release date	1980
Genre	Racing
Mode	1-2 Players

Dragster was the first game developed by Activision for the Atari 2600 console, and released in 1980. It is an unauthorized adaptation of the 1977 Kee Games coin-op, Drag Race.

The object of the game is to either beat the player's opponent across the screen, or to race against the clock for best time, depending on the settings used.


ACTIVISION
PRESENTS
DRAGSTER
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM BY ATARI
Drop your Dragster into gear, stand on the gas (but don't blow your engine!), pop the clutch and GO! Burn rubber!
Use your Joystick Controllers.
A NEW GAME CARTRIDGE FOR YOUR ATARI VIDEO GAME SYSTEM

Rarity: 2



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GREAT BALLS OF FIRE!

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DRAGONFIRE

BY IMAGIC

IMAGIC
DRAGONFIRE
For the ATARI 2600 System
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690
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1500

Atari VCS

Mattel Intellivision

Play Imagic's 'Dragonfire' for the Atari VCS or Mattel Intellivision system and you will come across the most vicious, dangerous dragons ever to fry a prince. It's mean. It's cruel. It's incredibly tough. It's everything you want in a video game.

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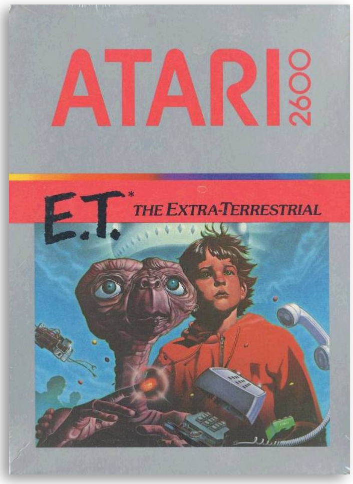
ALSO AVAILABLE, THE NEW... IMAGIC VIDEO COMMAND JOYSTICK

E.T. The Extra-Terrestrial

3.6

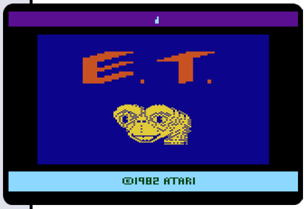

ATARI 2600
E.T. THE EXTRA-TERRESTRIAL

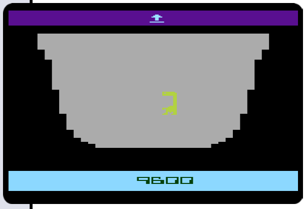
Rarity: 1

Developer	Atari *(P: Howard S. Warshaw, G: Jerome Domurat)*
Publisher	Atari
Release date	1982
Genre	Adventure
Mode	1 Player

E.T. the Extra-Terrestrial is based on the film of the same name, and was designed by Howard Scott Warshaw. The objective of the game is to guide the eponymous character through various screens to collect three pieces of an interplanetary telephone that will allow him to contact his home planet.

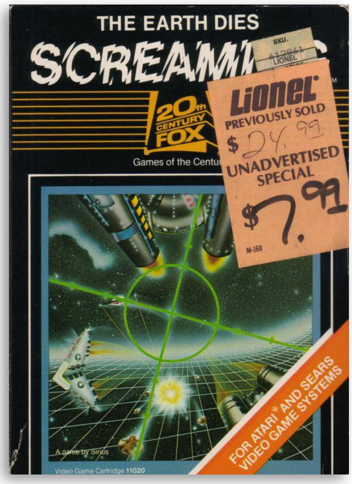
The game was negatively received by critics, with common complaints focused on the plot, gameplay, and visuals.


E.T.
©1982 ATARI



Earth Dies Screaming

3.4


THE EARTH DIES SCREAMING
20th CENTURY FOX
Games of the Century
Lionel
PREVIOUSLY SOLD $24.99
UNADVERTISED SPECIAL $7.99
FOR ATARI AND SEARS VIDEO GAME SYSTEMS

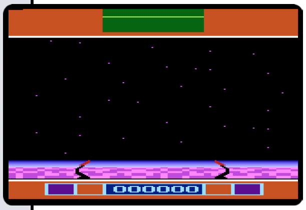
Rarity: 5

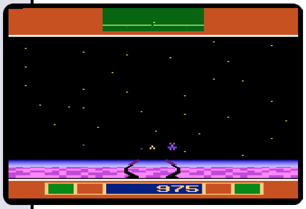
Developer	Sirius Software *(Dan Thompson)*
Publisher	20th Century Fox
Release date	1982
Genre	Shooter
Mode	1 Player

Players is a space destroyer defending Earth against the Trillians. The Trillians are using attack bases to launch Kamikaze satellites and Trillian fighters at Earth.

When a satellite or a fighter gets close, the weapon will automatically track their vertical motion. Players must track them horizontally and fire at the right time. They lose energy when a fighter shoots them or when a fighter or satellite explodes on Earth.

"mobygames.com"





Eggomania

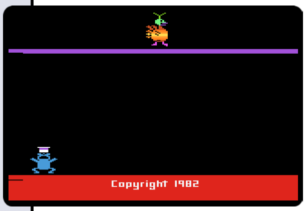
5.1

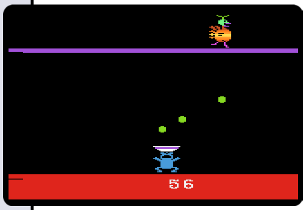
USgames
4 game variations
A Family Video Game Cartridge
EGGOMANIA
For use with ATARI Video Computer System or SEARS Video Arcade

Rarity: 4

Developer	Wickstead Design *(Todd Marshall, Wes Trager, Henry Will IV)*
Publisher	U.S. Games
Release date	1982
Genre	Action
Mode	1-4 Players

Eggomania is an arcade-style video game for the Atari 2600. The objective of the game is to catch eggs in a hat which are thrown by a chicken without letting any of the eggs hit the ground and break. At the end of each round, the player has a chance to throw the eggs that they have caught back at the chicken in order to win bonus points. The speed of the game increases as the player progresses.


Copyright 1982



5.2

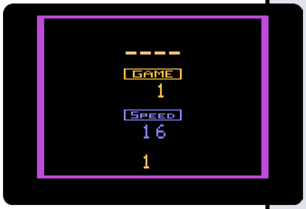
Eli's Ladder

Developer	Simage
Publisher	Simage
Release date	1982
Genre	Edutainment
Mode	1-2 Players

Eli's Ladder is an educational game aimed at children, where math problems need to be solved to help Eli and his crew climb a ladder to his space ship so they can then journey to the Moon. The game included a wall chart and stickers designed to help motivate children progress through the problems.

This is one of the rarest Atari 2600 games and apparently saw fairly limited distribution.

"atariage.com"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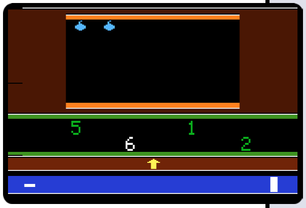
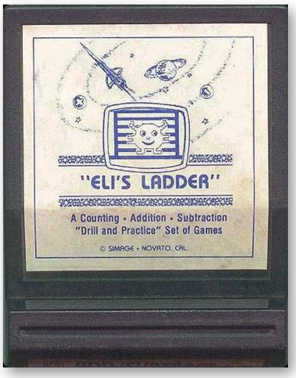



"ELI'S LADDER"
A Counting • Addition • Subtraction
"Drill and Practice" Set of Games
© SIMAGE • NOVATO, CAL.

Rarity: 10

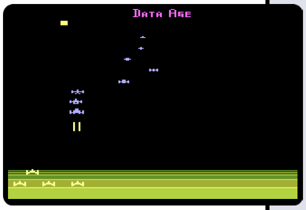
5.7

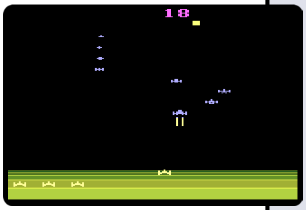
Encounter at L-5

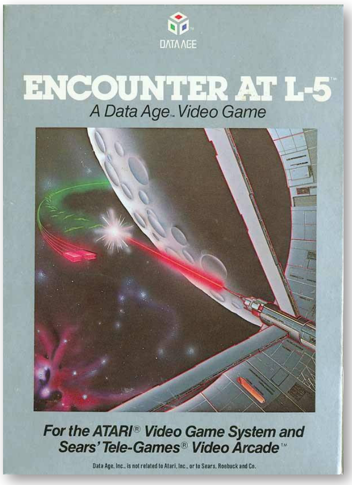
Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Shooter
Mode	1-2 Players

Using an anti-matter launcher, players must defend the starbase L5 against a non-stop horde of blue Megalyte warrior ships and their death ships. As the warriors reach the bottom, they fire on the base. It does not hurt the base but would lose players one of their four lives. Sometimes the death ship takes a dive towards the base, firing as it goes. If it reaches the base, it will destroy the generator, losing players a life.

"mobygames.com"






DATA AGE
ENCOUNTER AT L-5
A Data Age Video Game
For the ATARI Video Game System and Sears' Tele-Games Video Arcade

Rarity: 3

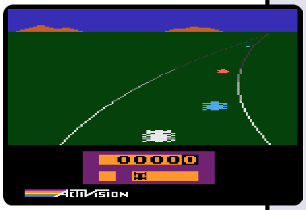
7.4

Enduro

Developer	Activision *(Larry Miller)*
Publisher	Activision
Release date	1983
Genre	Racing
Mode	1 Player

Enduro is a racing game designed by Larry Miller. The object of the game is to be in an endurance race and to pass a certain number of cars each day as to continue the race the next day.

On its release if a player succeeded to race five days or more, an on-screen racing trophy would pop-up on the screen. If the player sent a photograph of this achievement to Activision, they would receive a patch declaring them an "Activision Roadbuster".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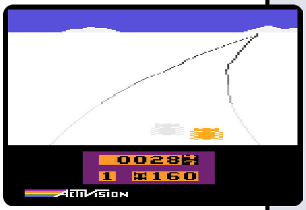
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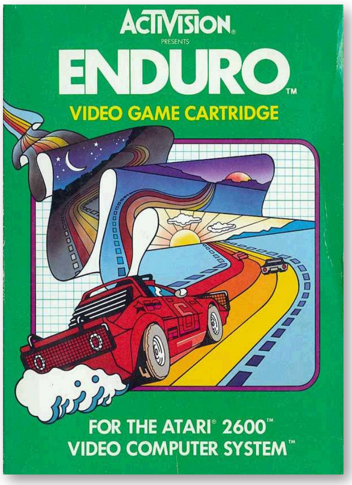
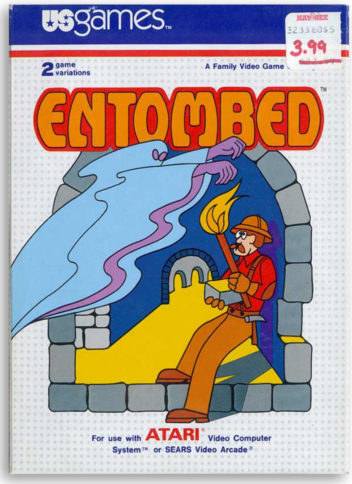

ACTIVISION
PRESENTS
ENDURO
VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VIDEO COMPUTER SYSTEM

Rarity: 2
Blue Label: 3


usgames
3.99
2 game variations
A Family Video Game
ENTOMBED
For use with ATARI Video Computer System or SEARS Video Arcade

Rarity: 4

Entombed

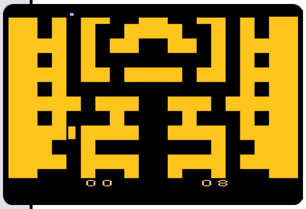
Developer	Western Technologies *(Paul Allen Newell, Steve Sidley, Tom Sloper)*
Publisher	U.S. Games
Release date	1982
Genre	Action, Strategy
Mode	1-2 Players

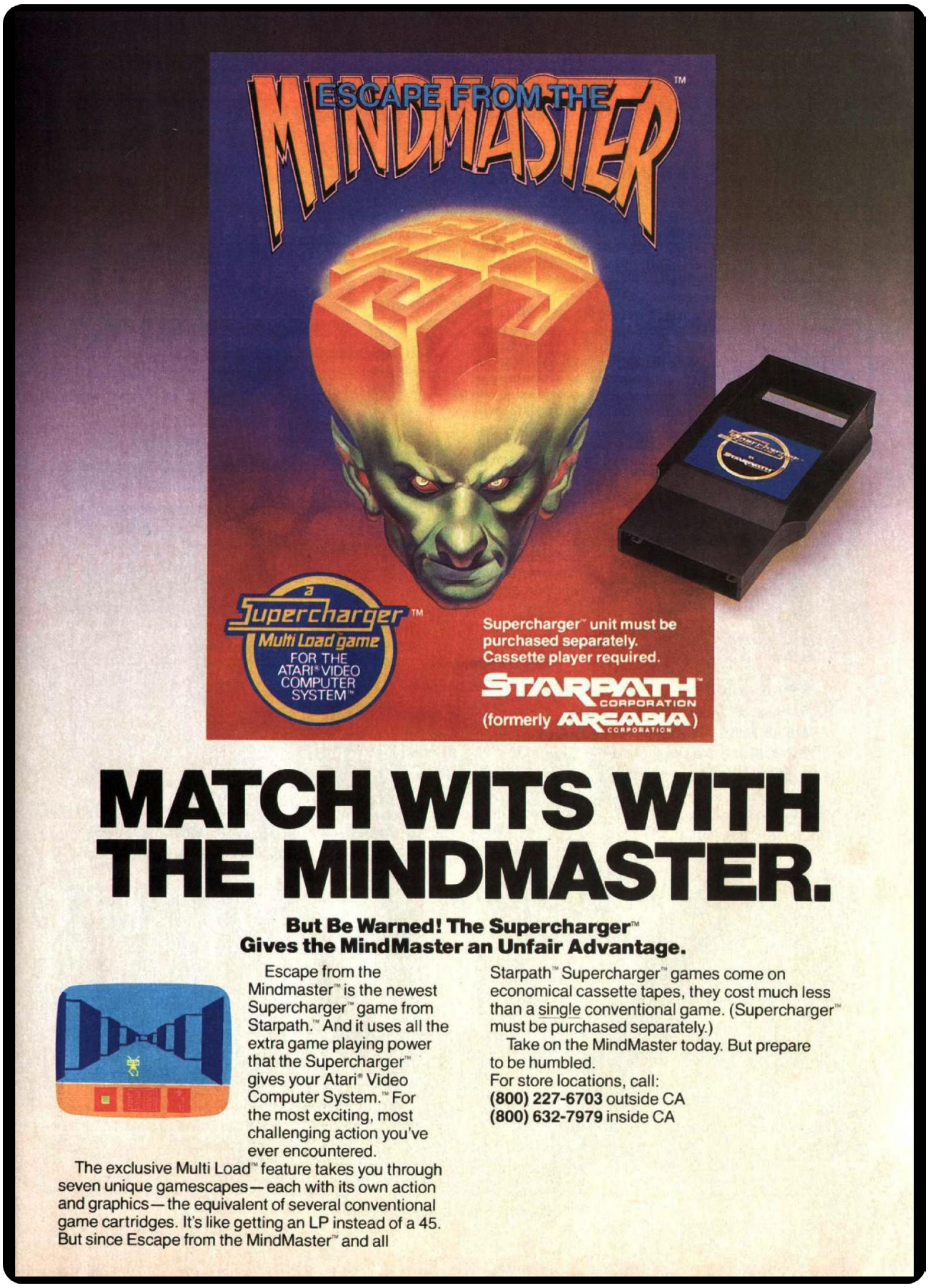
A team of archaeologists is trapped in an underground maze of dark, winding tunnels. All around them, fearsome zombies are emerging from the crypts. The archaeologists' only hope of survival (apart from some very fast running) is an ancient device known as the 'make-break', which can be used to either create or destroy pieces of wall.

"mobygames.com"

6.6

US GAMES
©1982
1




ESCAPE FROM THE
MINDMASTER™
a Supercharger™ Multi Load game
FOR THE ATARI® VIDEO COMPUTER SYSTEM™
Supercharger™ unit must be purchased separately. Cassette player required.
STARPATH CORPORATION
(formerly ARCADIA CORPORATION)

MATCH WITS WITH THE MINDMASTER.

But Be Warned! The Supercharger™ Gives the MindMaster an Unfair Advantage.

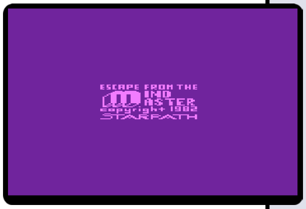
Escape from the Mindmaster™ is the newest Supercharger™ game from Starpath.™ And it uses all the extra game playing power that the Supercharger™ gives your Atari® Video Computer System.™ For the most exciting, most challenging action you've ever encountered.

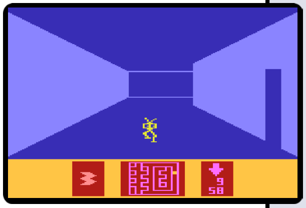
The exclusive Multi Load™ feature takes you through seven unique gamescapes—each with its own action and graphics—the equivalent of several conventional game cartridges. It's like getting an LP instead of a 45. But since Escape from the MindMaster™ and all Starpath™ Supercharger™ games come on economical cassette tapes, they cost much less than a single conventional game. (Supercharger™ must be purchased separately.)

Take on the MindMaster today. But prepare to be humbled.

For store locations, call:
(800) 227-6703 outside CA
(800) 632-7979 inside CA

7.3

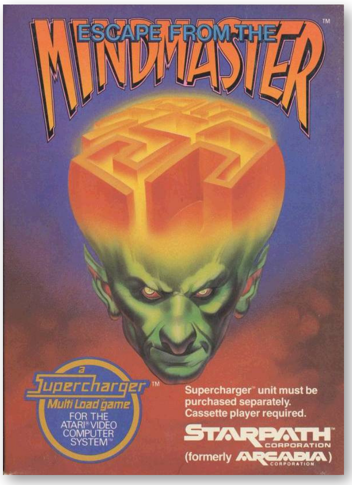

ESCAPE FROM THE
MIND MASTER
copyright 1982
STARPATH



Escape From the Mindmaster

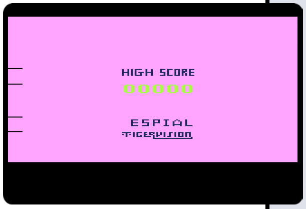
Developer Starpath *(Dennis Caswell)*
Publisher Starpath
Release date 1982
Genre Adventure
Mode 1 Player

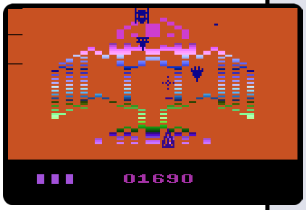
The player's goal in the game is to solve the maze consisting of a series of hallways and rooms. The rooms either is empty, contain puzzle pegs, or has a bonus game that allow the user to collect more points. Each level has its own individual bonus game. To solve the maze, players has to collect keys that are designed as shapes to find their corresponding sockets. Only one key can be held on to one at a time. This must be done all the while avoiding the stalker roaming the maze.


ESCAPE FROM THE
MINDMASTER
Supercharger
Multi Load game
FOR THE ATARI VIDEO COMPUTER SYSTEM
Supercharger unit must be purchased separately. Cassette player required.
STARPATH CORPORATION
(formerly ARCADIA CORPORATION)

Rarity: 4

6.0


HIGH SCORE
ESPIAL
TIGERVISION

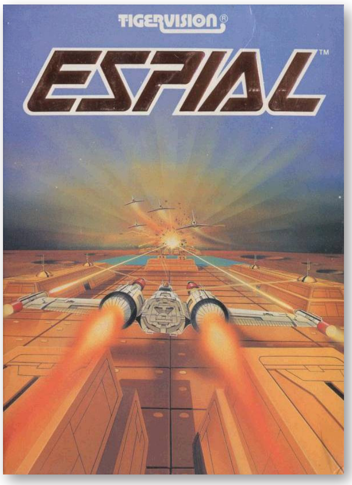


Espial

Developer Tigervision
Publisher Tigervision
Release date 1984
Genre Shooter
Mode 1 Player

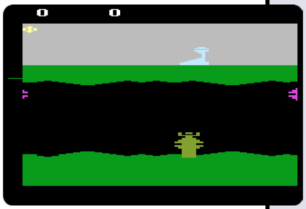
Players take the role as a space attack pilot flying at death range over a gigantic space ship. They must fight through the never ending waves of enemy craft while also firing missiles at the ship itself. Players will fire lasers and missiles simultaneously. The missiles will strike where the crosshair in front of the ship is at the time they are launched.

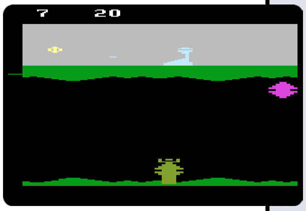
"mobygames.com"


TIGERVISION
ESPIAL

Rarity: 6

5.5



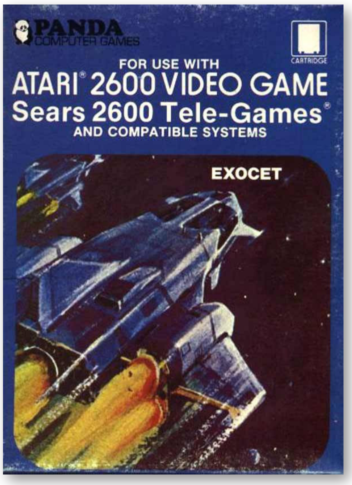


Exocet

Developer Panda Computer Games
Publisher Panda Computer Games, Froggo
Release date 1983
Genre Shooter
Mode 1 Player

Players is a UFO. They must shoot tall and short towers above ground. They can shoot the short ones on any part of them but the tall ones must be shot at the firing spot. To shoot, players move in the direction they want to shoot, and press fire. After they destroy ten towers, a tunnel will open so they can get underground.

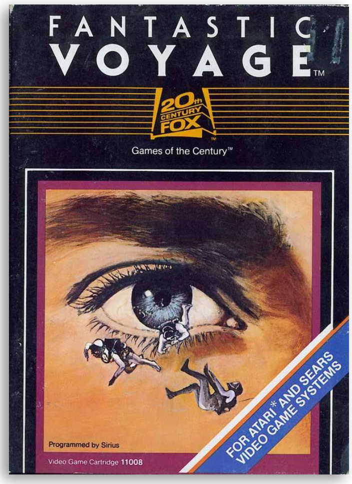
Froggo released the game as Cruise Missile.


PANDA COMPUTER GAMES
CARTRIDGE
FOR USE WITH
ATARI 2600 VIDEO GAME
Sears 2600 Tele-Games
AND COMPATIBLE SYSTEMS
EXOCET

Rarity: 6
Cruise Missile: 4

Fantastic Voyage

6.5

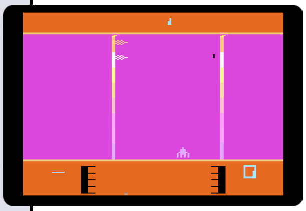

FANTASTIC VOYAGE™
20th CENTURY FOX
Games of the Century™
FOR ATARI® AND SEARS VIDEO GAME SYSTEMS
Programmed by Sirius
Video Game Cartridge 11008

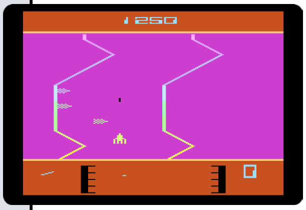
Rarity: 4

Developer	Sirius Software *(David Lubar)*
Publisher	20th Century Fox
Release date	1982
Genre	Shooter
Mode	1 Player

Fantastic Voyage is a vertically scrolling shooter for one player. The premise of the game follows that of the 1966 movie of the same name; players and their submarine have been miniaturized and injected into the blood stream of an ill patient. The goal is to prevent the patient from dying by locating deadly blood clots and destroying them.

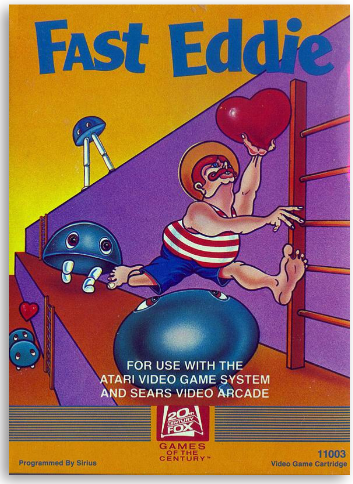
"mobygames.com"





Fast Eddie

6.6

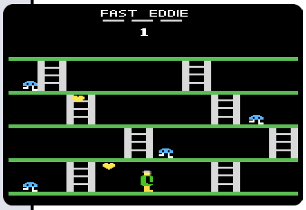

Fast Eddie
FOR USE WITH THE ATARI VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE
20th CENTURY FOX
GAMES OF THE CENTURY™
Programmed By Sirius
11003
Video Game Cartridge

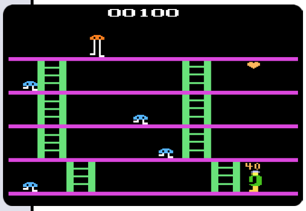
Rarity: 4

Developer	Sirius Software *(Mark Turmell)*
Publisher	20th Century Fox
Release date	1982
Genre	Action
Mode	1 Player

As Fast Eddie, players must go from floor to floor, collecting prizes. Up to two prizes will be on the screen at any one time on any floor but the top one. There are a max on ten prizes per screen. On each floor, a Sneaker stands or roams back and forth. Eddie move to another floor or jump to avoid the Sneakers. On the top floor is High-Top, the tallest Sneaker.

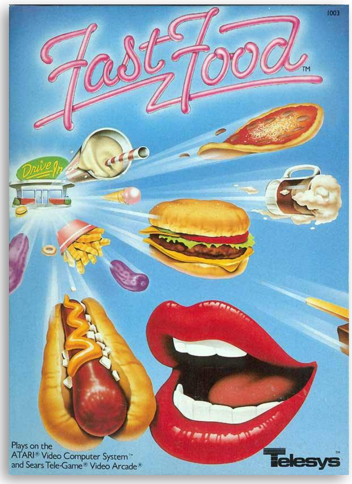
"mobygames.com"


FAST EDDIE
1



Fast Food

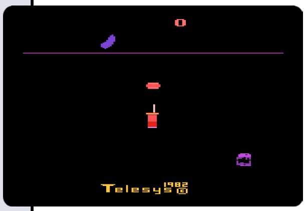
6.9

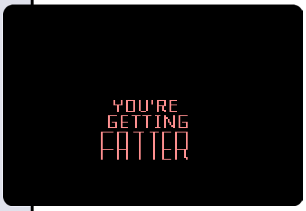

1003
Fast Food™
Drive In
Plays on the ATARI® Video Computer System™ and Sears Tele-Game® Video Arcade®
Telesys

Rarity: 3
Color Handle: 4

Developer	Telesys *(Don Ruffcorn)*
Publisher	Telesys
Release date	1982
Genre	Action
Mode	1-2 Players

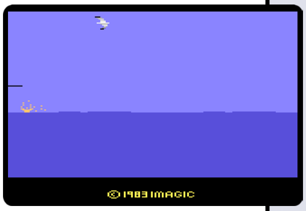
Fast Food is an Atari 2600 game written by Don Ruffcorn. In the game, the player controls a pair of disembodied lips, similar to a Chattery Teeth toy. The game's manual gives the name of the lips as Mighty Mouth. Various fast food menu items fly across the screen and the teeth earns points by catching them. The player must avoid eating the purple pickles. After eating 6 purple pickles, the screen is replaced by large text reading "BURP", followed by "CLOSED".

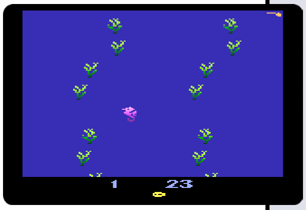

0
Telesys 1982



YOU'RE
GETTING
FATTER

6.8

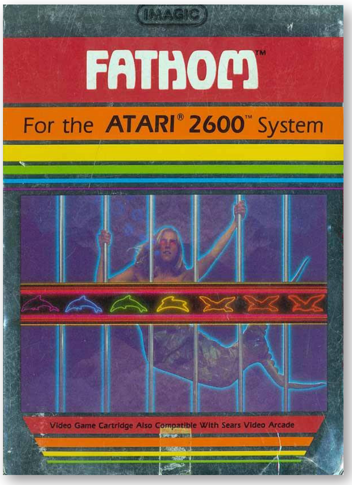

©1983 IMAGIC



Fathom

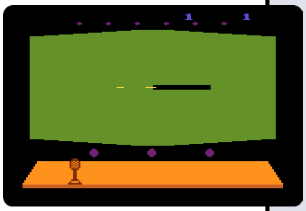
Developer	Imagic *(Rob Fulop)*
Publisher	Imagic
Release date	1983
Genre	Action
Mode	1 Player

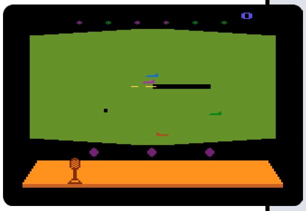
Neptina, Neptune's daughter, has been imprisoned at the bottom of the sea by Titans. The goal is to rescue her by locating the scattered pieces of a magical trident. Players will need to take the form of a dolphin and a bird in order to locate the pieces that are hidden in the ocean and clouds. When flying in the air, there are several screens that have clouds flying by. When they touch all of the clouds, the trident piece appears.


IMAGIC
FATHOM™
For the ATARI® 2600™ System
Video Game Cartridge Also Compatible With Sears Video Arcade

Rarity: 4

5.6

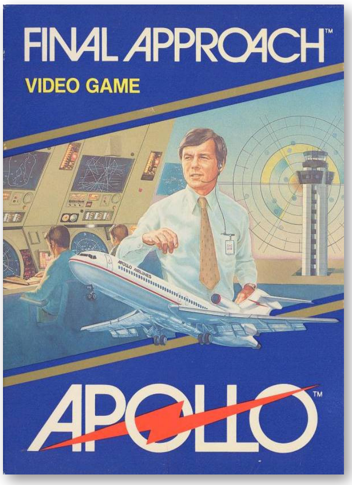




Final Approach

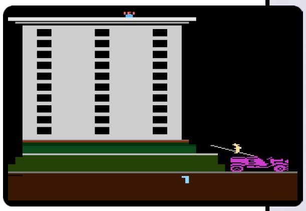
Developer	Apollo
Publisher	Apollo
Release date	1982
Genre	Simulation, Strategy
Mode	1-2 Players

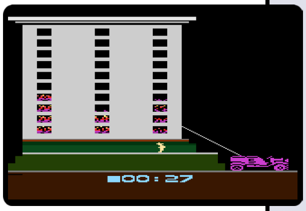
Players take the role as an air traffic controller at an international airport. They must guide planes in to landing safely. Thr first screen is the Approach Control Radar screen or ARC. Players must guide the aircraft, using the cursor, until they are headed left to right along the yellow line headed towards the black stripe. They will then be on the Ground Control Approach screen. Here they must center the plane's nose on the glide slope and localizer before it arrives at the runway.


FINAL APPROACH™
VIDEO GAME
APOLLO™

Rarity: 4

6.0

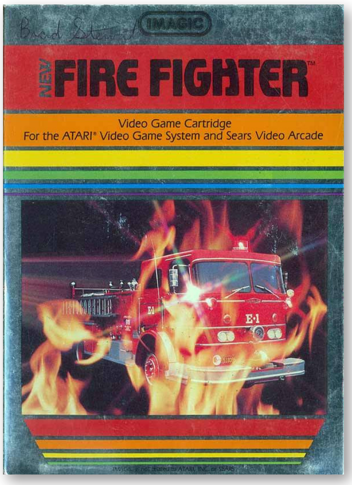




Fire Fighter

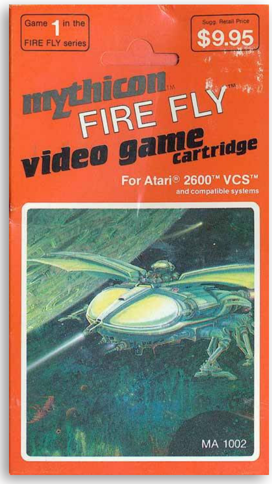
Developer	Imagic *(Brad Stewart)*
Publisher	Imagic
Release date	1982
Genre	Action
Mode	1 Player

A local warehouse has caught fire. The goal is to save the worker who is trapped in the warehouse; on the right side of the screen is a firetruck with an adjustable ladder. Players can move the ladder to the appropriate floor of the building to climb up and rescue the trapped worker. Depending on which floors have caught fire, the worker will move to the lowest floor he can which isn't burning; the players need to estimate which floor they'll be on when they position the ladder.


IMAGIC
NEW FIRE FIGHTER™
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade
E-1

Rarity: 3

Fire Fly


Game 1 in the FIRE FLY series
Sugg. Retail Price $9.95
mythicon
FIRE FLY
video game cartridge
For Atari® 2600™ VCS™ and compatible systems
MA 1002

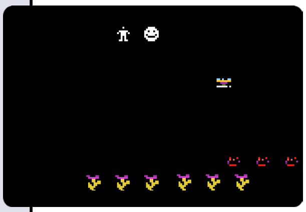
Rarity: 4

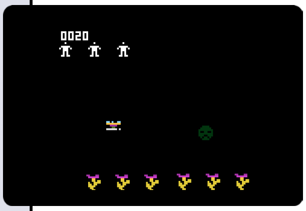
Developer	Mythicon *(P: Bruce de Graaf, S: Bill Bryner)*
Publisher	Mythicon
Release date	1983
Genre	Shooter
Mode	1-2 Players

After the players interplanetary craft accidentally enters a black hole, they find themself in a different universe. This world is inhabited by strange, mechanical bug-like creatures. Players find that this world contains both bad and good bugs; the good bugs have asked for help, and the players agree to defend them. Players will need to fight off a variety of enemy creatures including a flaming pumpkin, demons, and coiled serpents.

"mobygames.com"

4.9





Fireball

FIREBALL
a Supercharger game
FOR THE ATARI® VIDEO COMPUTER SYSTEM™
Supercharger unit must be purchased separately. Cassette player required.
STARPATH CORPORATION
Arcadia Corporation has changed its name to Starpath Corp. and is not associated with Emerson Radio Corp. or its game "Arcadia 2001".

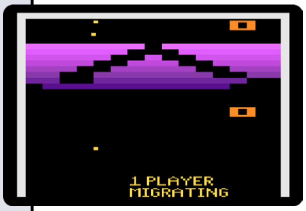
Rarity: 4

Developer	Starpath *(Scott Nelson)*
Publisher	Starpath
Release date	1982
Genre	Breakout
Mode	1-4 Players

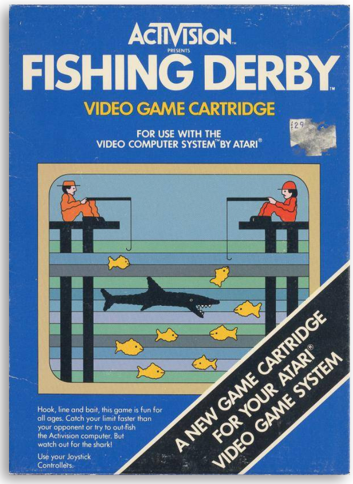
Fireball is an arcade action game similar to Breakout. The player controls a juggler who needs to keep multiple fireballs within the play field. The juggler can hold on to two fireballs at a time, but must careful because if he tries to catch a third it will fall off the screen. The goal is to destroy the bricks at the top of the screen by hitting them with the fireballs. When all the bricks are destroyed, the player moves on to the next round and is given one additional fireball to keep in play.

5.6

FIREBALL
© 1982
ARCADIA


1 PLAYER
MIGRATING

Fishing Derby

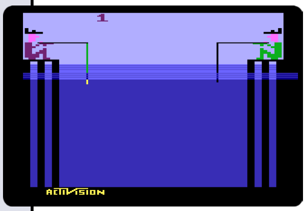

ACTIVISION PRESENTS
FISHING DERBY
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM BY ATARI®
A NEW GAME CARTRIDGE FOR YOUR ATARI® VIDEO GAME SYSTEM

Rarity: 3

Developer	Activision *(David Crane)*
Publisher	Activision
Release date	1980
Genre	Sports
Mode	1-2 Players

Fishing Derby is a fishing game created by Activision programmer David Crane. In it, two fishermen sit on opposite docks over a lake filled with fish (and a shark that passes through). Using the joystick the player is able to move his line left right and up and down in the water. When a fish is hooked, the line slowly comes up to the surface of the water. The objective for both fishermen is to reach 99 pounds of fish first.

5.9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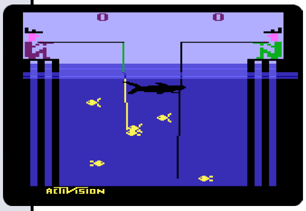
ACTIVISION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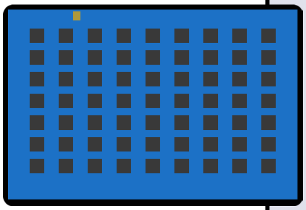
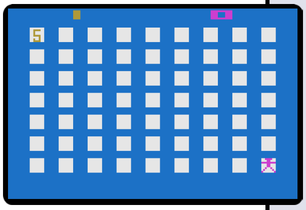
ACTIVISION

6.0

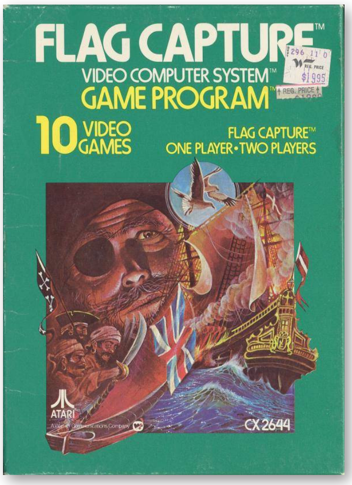




Flag Capture

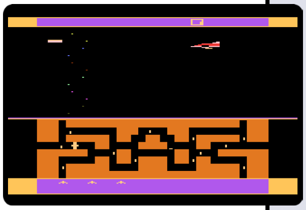
Developer	Atari *(Jim Huether)*
Publisher	Atari
Release date	1978
Genre	Strategy
Mode	1-2 Players

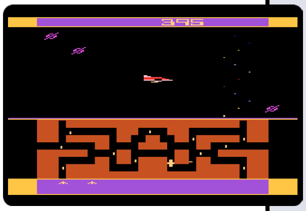
Flag Capture is an action/strategy game for one or two players. The goal is to locate a flag hidden somewhere on a 9x7 grid. Using the joystick players can move their explorer around the grid; on any square they can press the button to see if the flag is located in that square, or if not to receive a clue as to the flags location. If the square doesn't contain the flag, one of several items may appear, including an arrow indicating what direction the flag is.


FLAG CAPTURE
VIDEO COMPUTER SYSTEM
GAME PROGRAM
10 VIDEO GAMES
FLAG CAPTURE
ONE PLAYER • TWO PLAYERS
ATARI
CX2644

Rarity: 4
Picture Label: 5

5.3





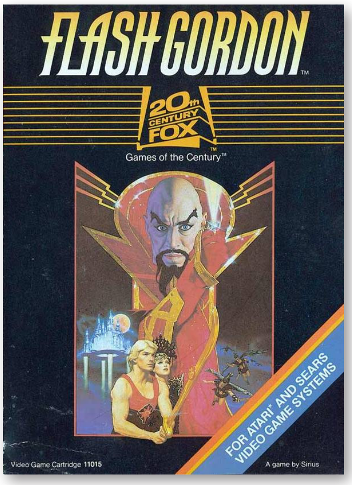
Flash Gordon

Developer	Sirius Software *(David Lubar)*
Publisher	20th Century Fox
Release date	1983
Genre	Action
Mode	1-2 Players

Players take the role as Flash Gordon. Many spacemen have entered Spider City but never returned. Flash`s job is two fold. Rescue any spacemen he find in the tunnels of Spider City and destroy all the hatching pods.

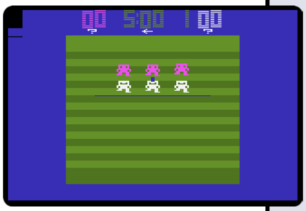
Every time Flash conquer a city, players get an extra man.

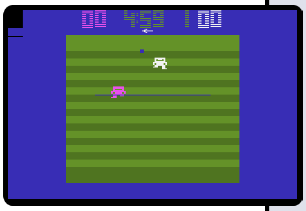
"mobygames.com"


FLASH GORDON
20th CENTURY FOX
Games of the Century
FOR ATARI AND SEARS VIDEO GAME SYSTEMS
Video Game Cartridge 11015
A game by Sirius

Rarity: 4

6.2



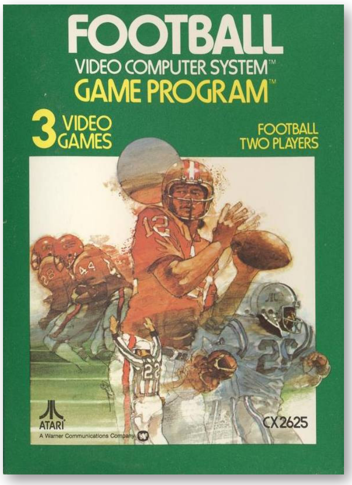


Football

Developer	Atari *(Bob Whitehead)*
Publisher	Atari
Release date	1978
Genre	Sports
Mode	2 Players

Football is a American football game for two players. The game is played from a top down point of view of the field and features two skill levels and three game variations. Using the joystick players can choose from one of five different offensive or defensive plays. In all of the game variations the timer begins at 5 minutes, and is active only during plays. The team with the most points when the timer runs out wins.

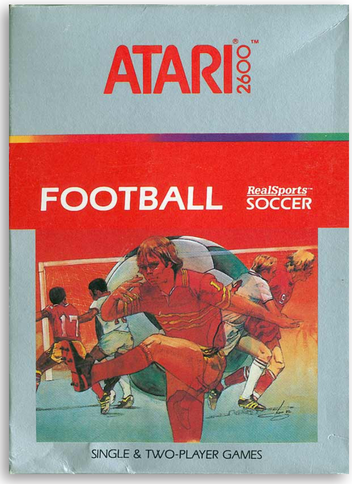
"mobygames.com"


FOOTBALL
VIDEO COMPUTER SYSTEM
GAME PROGRAM
3 VIDEO GAMES
FOOTBALL
TWO PLAYERS
ATARI
CX2625

Rarity: 1
Sears: 2

Football - Realsports Soccer

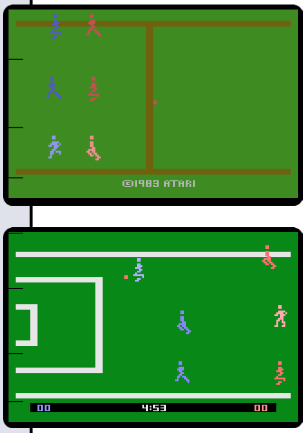
4.8


ATARI 2600™
FOOTBALL
RealSports™ SOCCER
SINGLE & TWO-PLAYER GAMES

Rarity: 4
1982 Label: 3

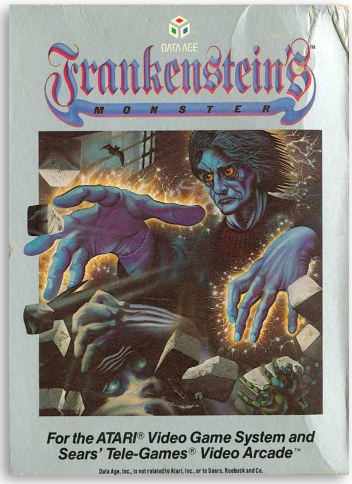
Developer	Atari *(Michael Sierchio)*
Publisher	Atari
Release date	1983
Genre	Sports
Mode	1-2 Players

The game is played from an angled overhead point of view of the field which scrolls to follow the action. If the players team has the ball, they control whichever player is currently dribbling the ball, otherwise they can control any one player at a time while the computer controls the rest of the team. Various time lengths can be selected for each game, players can kick the ball low, medium or high, and there are throw-ins, corner kicks, goal kicks.


©1983 ATARI
00
4:53
00

Frankenstein's Monster

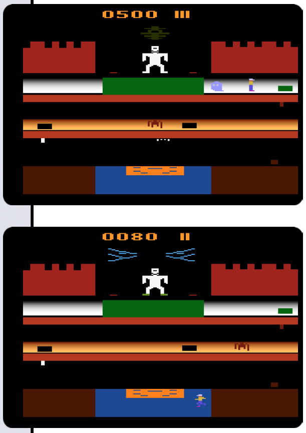
5.6


DATA AGE
Frankenstein's
MONSTER
For the ATARI® Video Game System and Sears' Tele-Games® Video Arcade™

Rarity: 5

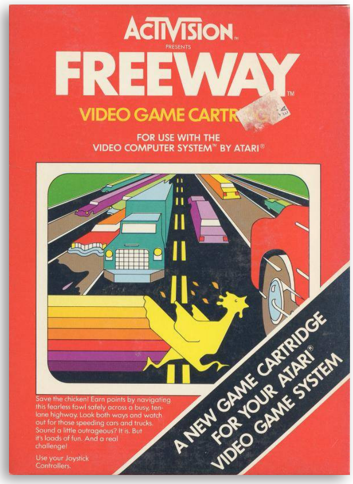
Developer	Data Age
Publisher	Data Age
Release date	1983
Genre	Action-adventure
Mode	1-2 Players

In this game, based on Mary Shelly's Frankenstein, the player must attempt to stop Frankenstein's monster from coming to life, by building walls around the monster. To do this, the player must retrieve bricks by crossing pits of acid and other obstacles. To fully imprison the monster (and thus, win the game), the player has to make a total of six trips to the lower part of the screen. With each successful trip, more obstacles are placed before the player.


0500 III
0080 II

Freeway

6.3

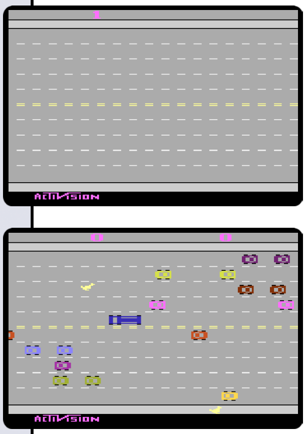

ACTIVISION
PRESENTS
FREEWAY
VIDEO GAME CARTR
FOR USE WITH THE VIDEO COMPUTER SYSTEM™ BY ATARI®
A NEW GAME CARTRIDGE FOR YOUR ATARI® VIDEO GAME SYSTEM

Rarity: 2
Blue Label: 3

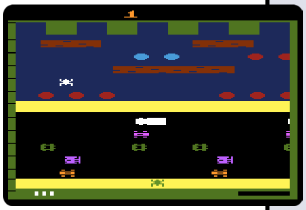
Developer	Activision *(David Crane)*
Publisher	Activision
Release date	1981
Genre	Action
Mode	1-2 Players

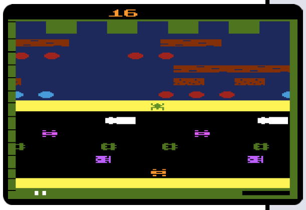
Freeway is a Atari 2600 game designed by David Crane. One or two players control chickens who must run across a ten lane highway filled with traffic in an effort to "get to the other side." Every time a chicken gets across a point is earned for that player.

Comparisons may be made to Frogger, which has also features crossing a street filled with moving vehicles. Both games were developed independently at the same time.


ACTIVISION
ACTIVISION

7.4

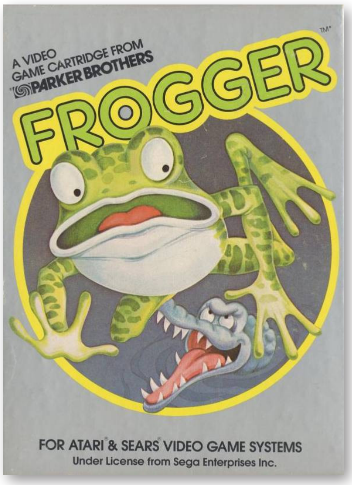




Frogger

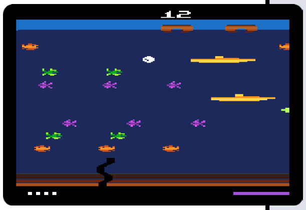
Developer	Parker Brothers *(P: Ed English, S: David Lamkins)*
Publisher	Parker Brothers
Release date	1982
Genre	Action
Mode	1-2 Players

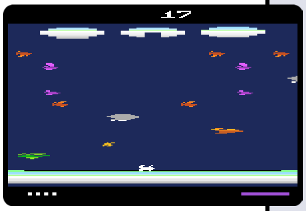
Frogger was originally released as a 1981 arcade game by Konami. It is regarded as a classic from the golden age of video arcade games, noted for its novel gameplay and theme. The object of the game is to direct frogs to their homes one by one by crossing a busy road and navigating a river full of hazards. Parker Bros. produced cartridge ports of Frogger for the Atari 2600, Intellivision, Atari 5200, ColecoVision, Atari 8-bit computers, Commodore VIC-20 and 64.


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
FROGGER
FOR ATARI & SEARS VIDEO GAME SYSTEMS
Under License from Sega Enterprises Inc.

Rarity: 1

6.7



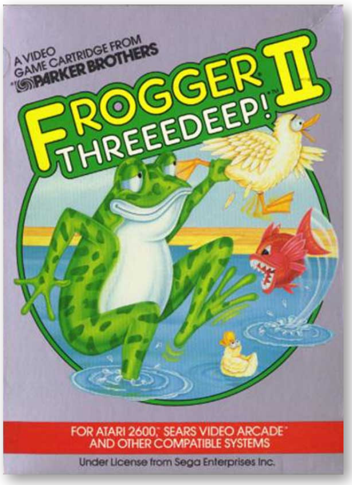


Frogger II: Threeedeep!

Developer	Parker Brothers *(Mark Lesser)*
Publisher	Parker Brothers
Release date	1984
Genre	Action
Mode	1 Player

Frogger II: ThreeeDeep! is a sequel to the original Frogger from 1981, and features similar gameplay.

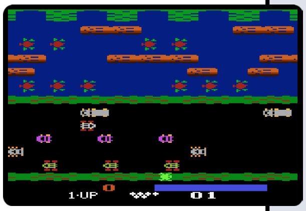
The goal of Frogger II: ThreeeDeep! is to maneuver each frog to a berth at the top of the screen. Once all of the berths are filled the player progresses to the next level. Unlike its predecessor, the game features three consecutive screens for each level rather than one screen per level, with berths at the top of each of the three screens that need to be filled.


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
FROGGER II
THREEEDEEP!
FOR ATARI 2600, SEARS VIDEO ARCADE AND OTHER COMPATIBLE SYSTEMS
Under License from Sega Enterprises Inc.

Rarity: 6

8.6

FROGGER
BY SEGA

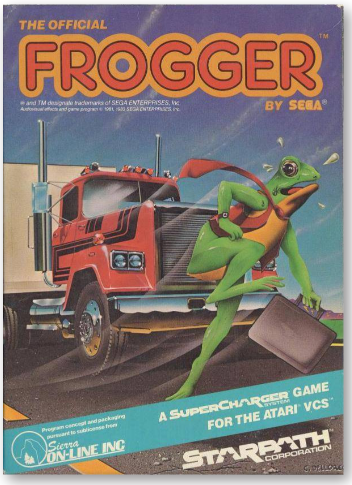


The Official Frogger

Developer	Starpath *(Stephen Landrum)*
Publisher	Starpath
Release date	1983
Genre	Action
Mode	1-2 Players

The Atari 2600 received two releases of Frogger; a cartridge from Parker Bros. and a cassette for the Supercharger from Starpath. This was possible because Parker Brothers only owned the cartridge rights to the game, but not the magnetic media rights. Although Parker Brothers produced a good conversion, Starpath's version is closer to the arcade.

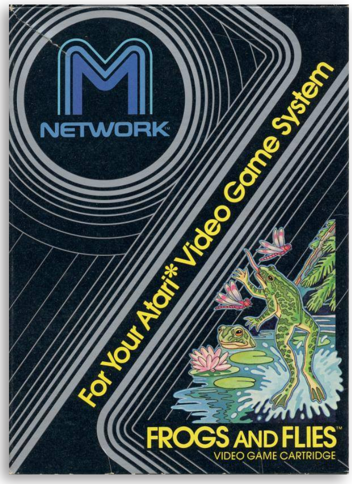
"atariage.com"


THE OFFICIAL
FROGGER
BY SEGA
A SUPERCHARGER GAME FOR THE ATARI VCS
Sierra ON-LINE INC
STARPATH CORPORATION

Rarity: 6

Frogs and Flies

7.2

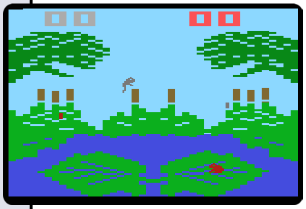

M
NETWORK
For Your Atari* Video Game System
FROGS AND FLIES
VIDEO GAME CARTRIDGE

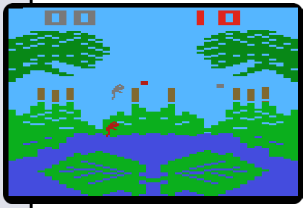
Rarity: 2
INTV: 5

Developer	M Network *(Dave Rolfe)*
Publisher	M Network, INTV
Release date	1982
Genre	Platformer
Mode	1-2 Players

Frogs and Flies is a 1982 video game by Mattel for the Atari 2600 and Commodore 64 platforms. In this game, the player control a frog sitting on a lily pad. One frog is green and the other frog is red. The game can be played either by one or two players. The object of the game is to eat the most flies.

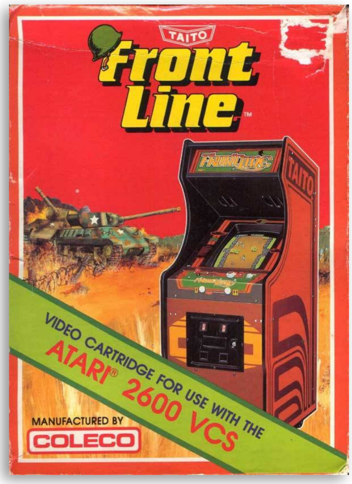
A version of this game was also released for Mattel's IntelliVision system, titled Frog Bog; though it was graphically superior, its controls were less fluent.





Front Line

7.0


TAITO
Front Line
VIDEO CARTRIDGE FOR USE WITH THE
ATARI® 2600 VCS
MANUFACTURED BY
COLECO

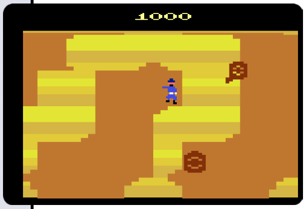
Rarity: 4

Developer	Individeo *(Ed Temple)*
Publisher	Coleco
Release date	1984
Genre	Run and gun
Mode	1-2 Players

Front Line is a military-themed run & gun shooter game first released by Taito for arcades in 1982. Following its release in the coin-op arcade platform, the game was ported to a number of platforms, including the Atari 2600.

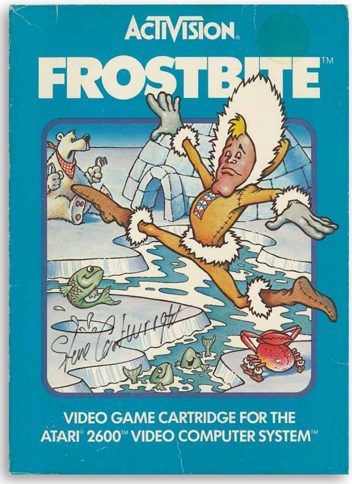
Playing as a lone soldier, the player's ultimate objective is to lob a hand grenade into the enemy's fort, first by fighting off infantry units and then battling an armada of tanks before finally reaching the compound.

1
FRONTLINE
TAITO
© 1982
COLECO
© 1984



Frostbite

7.1

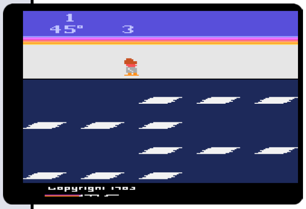

ACTIVISION
FROSTBITE
VIDEO GAME CARTRIDGE FOR THE
ATARI® 2600™ VIDEO COMPUTER SYSTEM™

Rarity: 4

Developer	Activision *(Steve Cartwright)*
Publisher	Activision
Release date	1983
Genre	Action
Mode	1-2 Players

Frostbite is a 1983 action game designed by Steve Cartwright for the Atari 2600. The game combines elements of Frogger and Q*bert in an arctic setting.

The object of the game is to help Frostbite Bailey build igloos by jumping on floating blocks of ice, while trying to avoid deadly hazards like clams, snow geese, Alaskan king crabs, polar bears, and the rapidly dropping temperature.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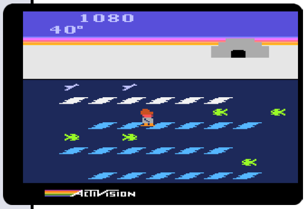
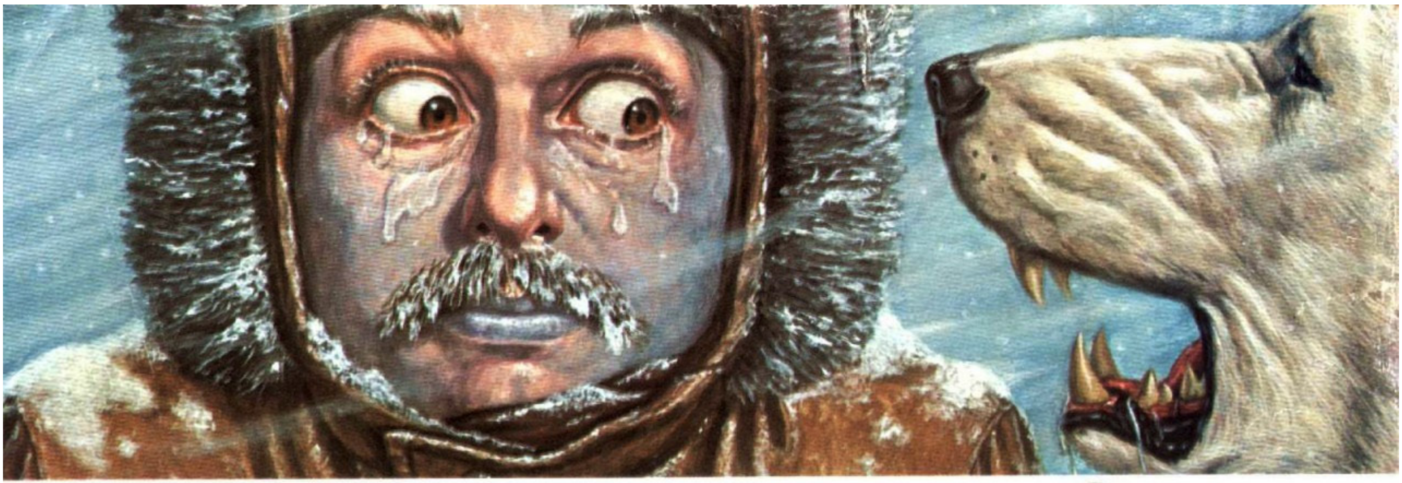
Copyright 1983


1080
40°
ACTIVISION



If you can't stand the heat, get out of the Arctic.

THIS ICE IS NOT NICE.

It's slippery and moving fast. No place to play hopscotch, but if Frostbite Bailey™ wants an igloo, he'd better hop to it. With every bounce, his ice-house grows. That is, if he doesn't fall in.

THE ZERO FACTOR.

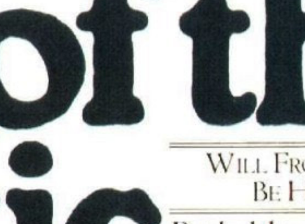
Construction starts at a balmy 45° above — and dropping. Frostbite has to finish work and be inside before it hits zero, or he becomes a polar popsicle.

FOES IN THE FLOES.

Perils surround this Arctic architect. King crabs, killer clams and snow geese, all ready to help him take a dive. And lurking at the front door of his Klondike Condo — a ferocious grizzly polar bear.

WILL FROSTBITE BAILEY BE HOME FREE?

Probably not. It's like we told you. Life is no picnic at the North Pole. Come see if you're hot enough to handle Frostbite.™



ACTIVISION
FROSTBITE
VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VIDEO COMPUTER SYSTEM

A CHILLINGLY CLEVER DESIGN BY STEVE CARTWRIGHT FOR YOUR ATARI® 2600™

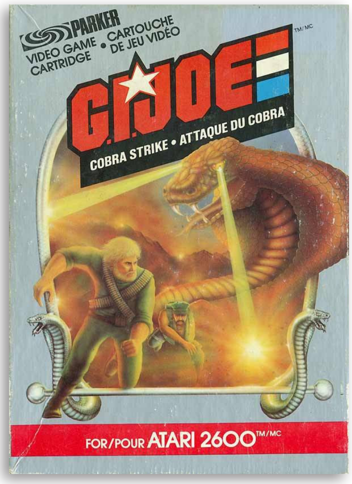
FROSTBITE™

ACTIVISION®
We put you in the game.

FOR USE WITH THE ATARI® 2600™ VIDEO COMPUTER SYSTEM™ ATARI® 2600™ AND VIDEO COMPUTER SYSTEM™ ARE TRADEMARKS OF ATARI, INC. ALSO FOR USE WITH SEARS TELE-GAMES® VIDEO ARCADE.™ TELE-GAMES® AND VIDEO ARCADE™ ARE TRADEMARKS OF SEARS, ROEBUCK AND CO. ©1983 ACTIVISION, INC.

G.I. Joe - Cobra Strike

5.5

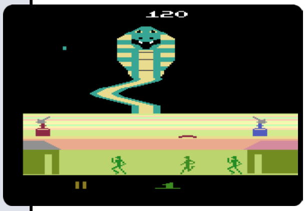


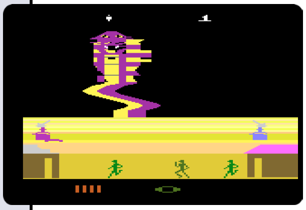
Rarity: 4
Gray Label: 3

Developer	Parker Brothers *(John Emerson)*
Publisher	Parker Brothers
Release date	1983
Genre	Action
Mode	1-3 Players

G.I. Joe: Cobra Strike is loosely based on the G.I. Joe franchise of the same name. In the single-player mode, the player controls a G.I. Joe training camp on the bottom of the screen protected by a barrier and armed with two laser cannons. The goal is to keep the giant Cobra-operated robot snake from destroying the shield.

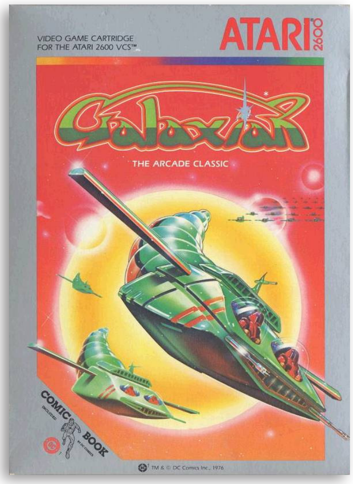
A variant of the game was released as the Action Force video game in Europe.





Galaxian

7.1

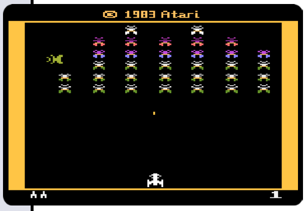


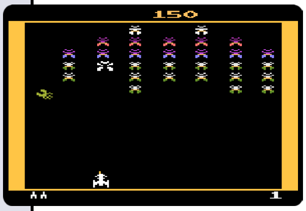
Rarity: 2

Developer	Atari *(Mark Ackerman, Glenn Parker)*
Publisher	Atari
Release date	1983
Genre	Shooter
Mode	1 Player

Galaxian, first released as a 1979 arcade game by Namco, was one of the most popular games during the golden age of arcade video games. The gameplay is relatively simple. Swarm after swarm of alien armies attack the player's ship that moves left and right at the bottom of the wraparound screen.

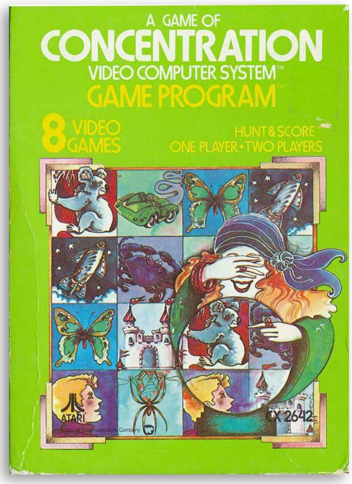
The original arcade game has spawned several follow-up games. The most popular of these was its immediate successor, Galaga.





Game of Concentration

5.2

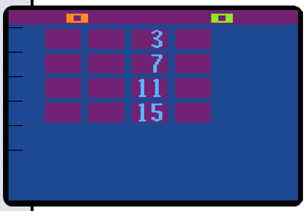


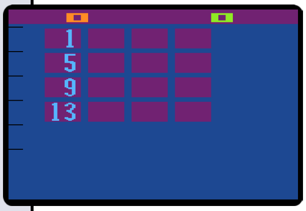
Rarity: 3
Sears: 4
Hunt & Score: 3

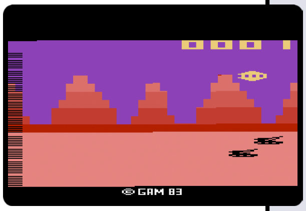
Developer	Atari *(Jim Huether)*
Publisher	Atari
Release date	1978
Genre	Strategy
Mode	1-2 Players

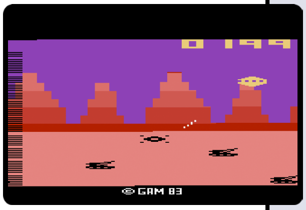
Game of Concentration, also known as just Concentration and originally titled Hunt & Score, was programmed by Jim Huether, and is a video version of the classic memory game. It was one of a handful of games that used Atari's keypad controllers.

The game was also rereleased as Hunt & Score and Memory Match by Sears.









Gamma-Attack

Developer	Gammation *(Robert L. Esken Jr.)*
Publisher	Gammation
Release date	1983
Genre	Action
Mode	1 Player

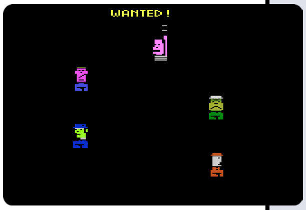
The only game released by company Gammation, programmed by Robert L. Esken, Jr., and seeing only a handful of cartridges produced, Gamma-Attack remains one of the rarest video games ever made. There is one copy known to exist, in the hands of collector Anthony DeNardo. Racketboy value the game between $20,000 and $50,000 making it arguably the most valuable video game of all time.

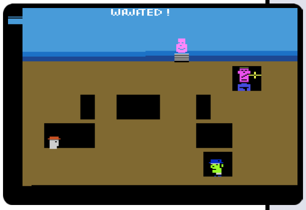
"racketboy.com"

Gamma-Attack
Gammation
VIDEO GAME PRODUCTS
FOR ATARI® 2600 VCS™

Rarity: 10

5.6





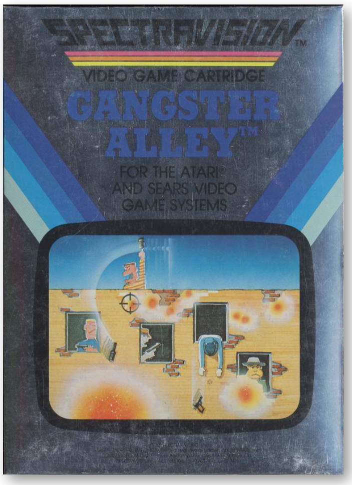
Gangster Alley

Developer	Spectravision
Publisher	Spectravision
Release date	1983
Genre	Shooter
Mode	1-2 Players

The goal of the game is to snipe gang members. Players move the joystick to aim at a gangster and push the button to fire. Ammo is limited. Occasionally, Nitro Ed, on the roof, will hold up a grenade. Players must shoot him to disarm him. Money are earned for each gangster shot.

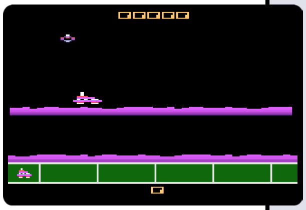
Froggo released a version of Gangster Alley, titled Task Force.

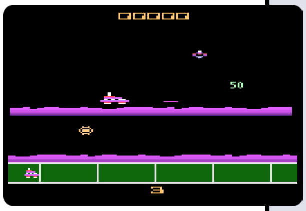
"mobygames.com"


SPECTRAVISION
VIDEO GAME CARTRIDGE
GANGSTER ALLEY
FOR THE ATARI AND SEARS VIDEO GAME SYSTEMS

Rarity: 4

6.9



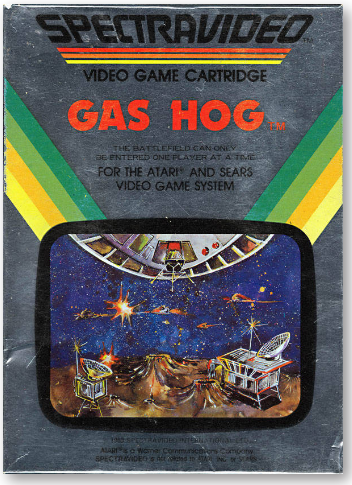


Gas Hog

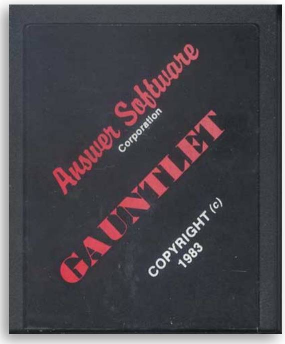
Developer	Spectravision *(Mark Turmell)*
Publisher	Spectravision
Release date	1983
Genre	Shooter
Mode	1 Player

Players are in a vehicle which has terrible fuel efficiency. They are trying to travel along but there is ships above them that are trying to bomb their ship. To make things worse, there are holes in the road and other ships they need to shoot so as to not ram them.

This rare game seems to have been sold predominately in Canada, making it a rare find in the US. The PAL release, Piraten-Schiff, is much easier to find.


SPECTRAVIDEO
VIDEO GAME CARTRIDGE
GAS HOG
FOR THE ATARI AND SEARS VIDEO GAME SYSTEM

Rarity: 8


Answer Software
Corporation
GAUNTLET
COPYRIGHT (c)
1983

Rarity: 10

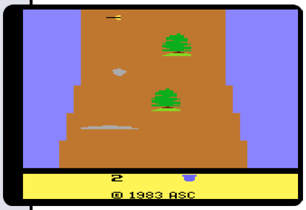
Gauntlet

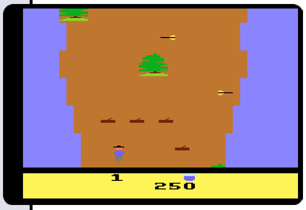
6.6

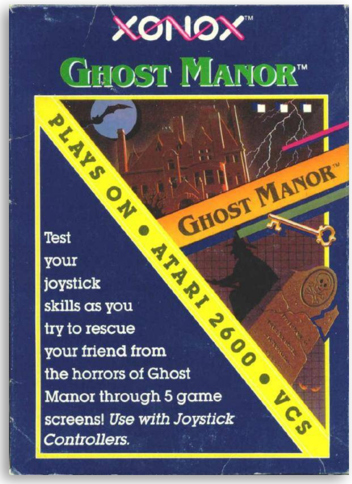
Developer	Answer Software
Publisher	Answer Software
Release date	1983
Genre	Action
Mode	1 Player

Despite the title, this game has nothing to do with Atari's Gauntlet arcade game (which was actually inspired by the 7800 version of Dark Chambers). This game was never sold with a box, just a flimsy foam casing. It was only available via mail order direct from the company, making it one of the hardest games to find.

"atariage.com"






XONOX
GHOST MANOR
PLAYS ON • ATARI 2600 • VCS
GHOST MANOR
Test your joystick skills as you try to rescue your friend from the horrors of Ghost Manor through 5 game screens! Use with Joystick Controllers.

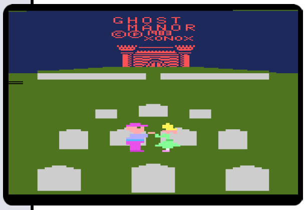
Rarity: 6

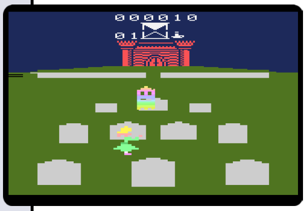
Ghost Manor

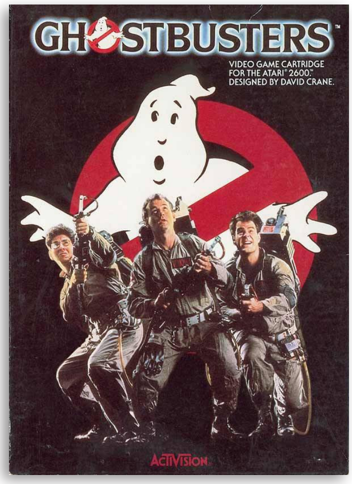
4.4

Developer	Beck-Tech
Publisher	Xonox
Release date	1983
Genre	Action
Mode	1 Player

Ghost Manor is a horror game for the Atari 2600. It was generally packaged in a double ended cartridge along with one of three other games in an effort to appeal to budget conscious buyers who would purchase two games for the price of one cartridge and one cassette tape. This was the more limited release containing Ghost Manor by itself.


GHOST MANOR
©1983 XONOX




GHOSTBUSTERS
VIDEO GAME CARTRIDGE FOR THE ATARI 2600. DESIGNED BY DAVID CRANE.
ACTIVISION

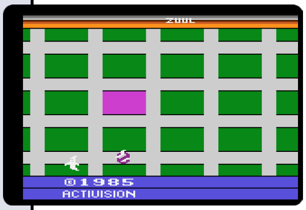
Rarity: 4

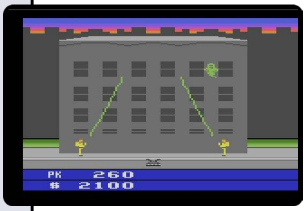
Ghostbusters

4.8

Developer	Activision *(D: David Crane, P: Dan Kitchen)*
Publisher	Activision
Release date	1985
Genre	Action
Mode	1 Player

Ghostbusters is a licensed game produced by Activision based on the movie of the same name. Most versions of the game had a similar basic format to the initial Commodore 64 and Atari 800 game, which David Crane wrote in six weeks. He based it in part on an incomplete game called Car Wars. While pleased with the game, Crane later stated that he regretted not being able to include a better victory screen.


©1985
ACTIVISION



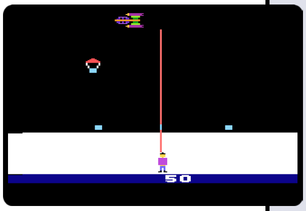
4.3

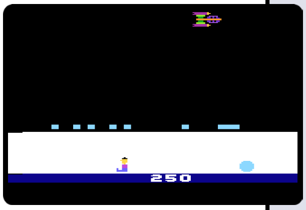
Glacier Patrol

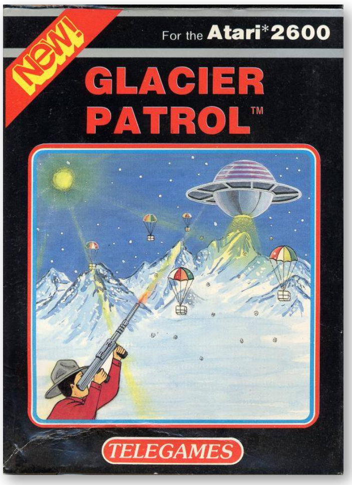
Developer	VSS *(Ed Salvo)*
Publisher	Telegames
Release date	1989
Genre	Shooter
Mode	1-2 Players

Sunrise Software created Glacier Patrol for the Atari 2600 but never released it. Telegames released it years later.

In the game, player will defend the earth from an alien mother ship with a sinister plot to cover the surface of the planet with ice. Players must dodge snowballs by jumping over them as they blast the ice blocks.






New!
For the Atari®2600
GLACIER PATROL™
TELEGAMES

Rarity: 8

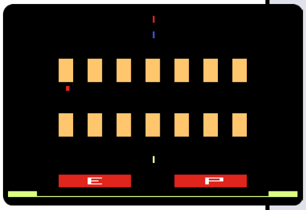
5.0

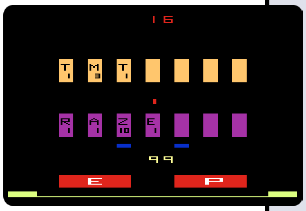
Glib

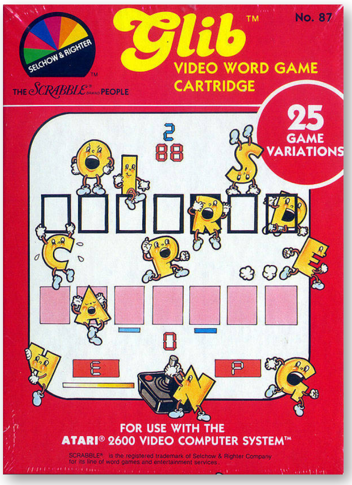
Developer	Qualtronic Devices
Publisher	Selchow and Righter
Release date	1983
Genre	Strategy
Mode	1 Player

This is a version of Scrabble for the Atari 2600. The letters on the top row are shuffled and then players use them to make words on the bottom row. If the bottom row shows all spaces in pink or red, then the points for the word are doubled or tripled, respectively.

The game had very limited distribution, probably because there wasn't much interest in word games for a videogame system. As with many rare games, the box and manual for this are harder to find than the cartridge.






SELCHOW & RIGHTER
THE SCRABBLE® BRAND PEOPLE
Glib™
No. 87
VIDEO WORD GAME CARTRIDGE
25 GAME VARIATIONS
FOR USE WITH THE ATARI® 2600 VIDEO COMPUTER SYSTEM™

Rarity: 9

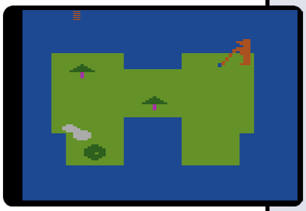
4.9

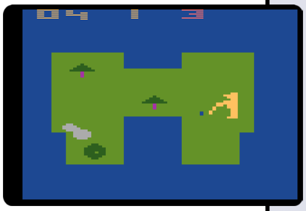
Golf

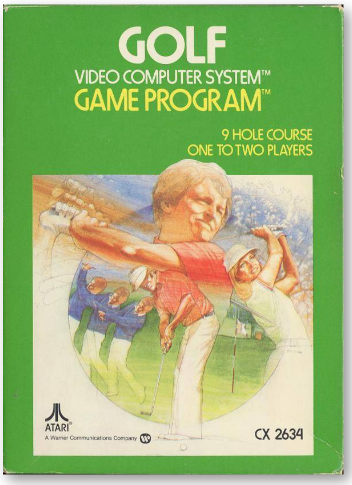
Developer	Atari *(Tom Rudadahl)*
Publisher	Atari
Release date	1980
Genre	Sports
Mode	1-2 Players

This game features a simplified type of golf. The area of the hole is rendered in light green, all areas outside the hole are rendered in a medium blue. On the larger holes the green is rendered as a dark green hole circle with the hole near the center. There are several obstacles that can appear, including trees, sand traps, and water features.

The game was rereleased on Microsoft's Game Room online service in 2010.






GOLF
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
9 HOLE COURSE
ONE TO TWO PLAYERS
ATARI
A Warner Communications Company
CX 2634

Rarity: 2
Sears: 3

How to Win the Video-Game Game.

The rules have changed. The game has gotten tougher. And CBS is playing to win. Here's our strategy to make sure you come out a winner, too.

1. Make Sure You've Got the Right Ammunition.

CBS won't clutter the market—or your shelf—with duds. Our first two games, "Wizard of Wor"™ and "Gorf"™ were both big hits at the arcades and are now proving themselves in your stores. Two new Bally/Midway arcade games are next: "Solar Fox"™ and "Blueprint".™

03500
04100

Wizard

Gorf

Following them will be two real eye-openers: "Wings"™ and "Tunnel Runner".™ Both will use new, CBS-developed technology to offer your customers state-of-the-art graphics and dazzling play action no existing cartridge can match.

2. Blast Through to the Consumer.

As the market matures, the sell-through gets tougher. So we enlisted John Madden to spearhead a multi-pronged

WIZARD OF WOR
GORF
CBS Video

campaign on TV, in magazines and through these exciting promotions:

- Free "Maddeness" game with purchase of both "Wizard of Wor" and "Gorf." "Maddeness" is a game your customer will want and this is the only way he can get it.
- A money-back guarantee on any CBS video game. If your customer isn't challenged, he gets his money back. It's that simple.
- In-pack performance bonus in every game.

3. Use Teamwork.

We're on your side. So here's what we're doing to make your job easier:

- Controlling initial distribution. We'd much rather take a re-order.
- Self-selling package graphics. Our packages are bright and bold enough to zap a customer from thirty feet. And customers can see exactly what they're getting on the front of each package.
- Putting UPC coding on all our packages. We're the only games supplier doing it.

4. Cover Your Flanks.

Right now, we're lined up squarely against all those millions of Atari® VCS™ owners. In March we go after Intellivision,® with versions of Wizard of Wor and Gorf. And Coleco will be selling ColecoVision® versions soon.

Personal computers? CBS Software is ready for them with games for the Atari® 400™ and 800,™ Texas Instruments and Commodore personal computers.

There you have it: a winning game plan for a winning combination. CBS Video Games and you.

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GORF
WIZARD OF WOR
CBS Video Games
CBS Video Games

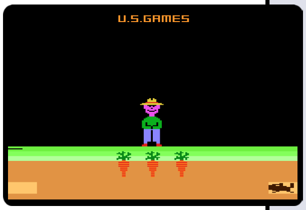
CBS Video Games

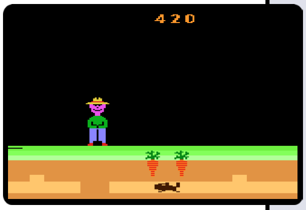
The challenge is in playing our games. Not selling them.

CBS Video Games, 33rd Floor, 41 Madison Ave., N.Y., N.Y. 10010

Circle No. 10 on product card

6.3



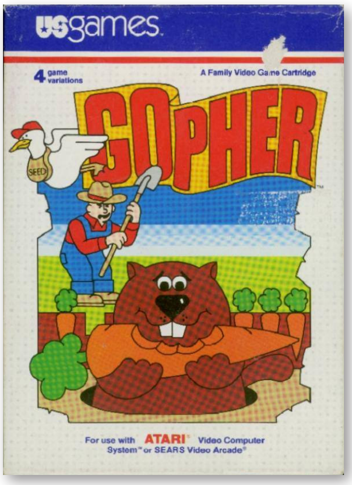


Gopher

Developer	US Games *(Sylvia Day, Henry Will IV)*
Publisher	US Games
Release date	1982
Genre	Action
Mode	1-2 Players

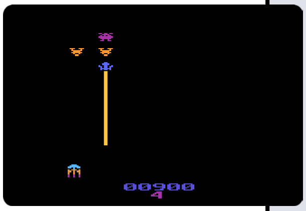
Gopher is an Atari 2600 game written by Sylvia Day. The player controls a farmer with a shovel who must protect his three carrots from the gopher.

The gopher tunnels left and right and up to the surface. When he makes a hole to the surface he will attempt to steal a carrot. The farmer must hit the gopher to send him back underground or fill in the holes to prevent him from reaching the surface.


USgames
4 game variations
A Family Video Game Cartridge
GOPHER
SEED
For use with ATARI Video Computer System or SEARS Video Arcade

Rarity: 4

6.5

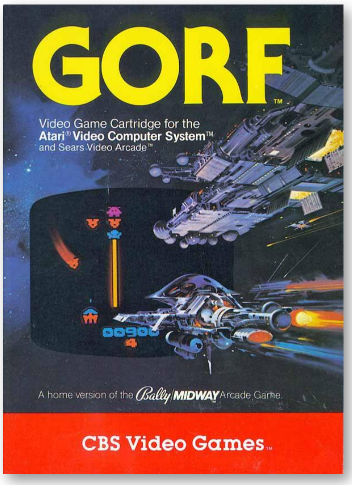


Gorf

Developer	Roklan *(Alex Leavens)*
Publisher	CBS Electronics
Release date	1982
Genre	Shooter
Mode	1 Player

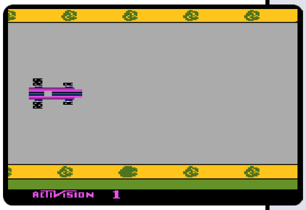
Gorf was first released as a 1981 arcade game by Midway, whose name was advertised as an acronym for “Galactic Orbiting Robot Force”.

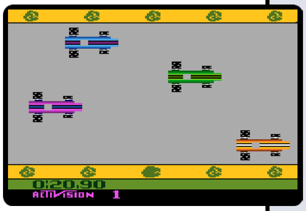
The player controls a spaceship. The ship can fire a single shot, which travels vertically up the screen. Unlike similar games, where the player cannot fire again until the existing shot has disappeared, the player can choose to fire another shot at any time; if the previous shot is still on screen, it disappears.


GORF
Video Game Cartridge for the Atari Video Computer System and Sears Video Arcade
00900
4
A home version of the Bally MIDWAY Arcade Game
CBS Video Games

Rarity: 3

6.1


ACTIVISION 1

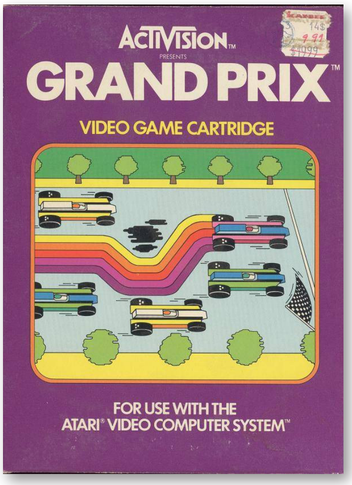

0:20.90
ACTIVISION 1

Grand Prix

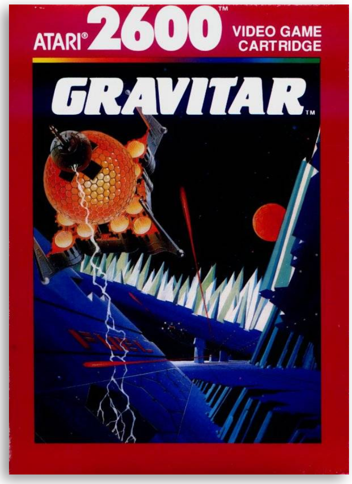
Developer	Activision *(David Crane)*
Publisher	Activision
Release date	1982
Genre	Racing
Mode	1 Player

Grand Prix was the first Atari 2600 game to feature shaded objects in color. When David Crane developed a technique for painting large, multicolored sprites on the 2600, he made a color pattern that reminded him of Grand Prix racing stripes. This inspired him to design a Grand Prix racing game to apply his new technique.

The player drives a Formula One car in a time trial on one of four race tracks, each of which has a different difficulty level.


ACTIVISION
PRESENTS
GRAND PRIX
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM

Rarity: 2
Blue Label: 3


ATARI 2600 VIDEO GAME CARTRIDGE
GRAVITAR

Rarity: 8
Red Label: 2

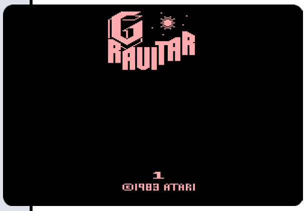
Gravitar

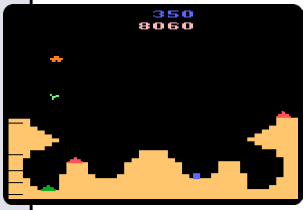
Developer	Atari *(Dan Hitchens)*
Publisher	Atari
Release date	1983
Genre	Shooter
Mode	1 Player

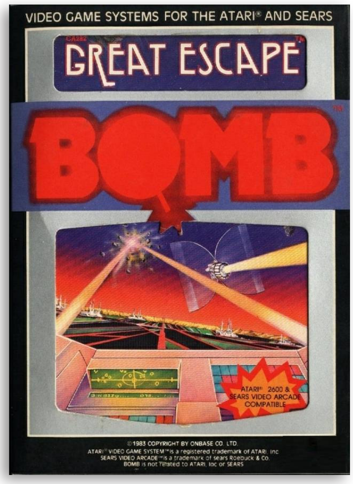
Gravitar was first released in 1982 for the arcades. Using the same rotate-and-thrust controls as Asteroids, Gravitar was known for its difficulty.

The silver label version of Atari 2600 Gravitar was originally only available to Atari Club members. It was later sold in stores in limited quantities. Atari later released it in the red box and label style in large quantities. The silver label is very desirable to collectors for its rarity and association with the Atari Club.

5.8


GRAVITAR
1
©1983 ATARI




VIDEO GAME SYSTEMS FOR THE ATARI® AND SEARS
GREAT ESCAPE
BOMB

Rarity: 9

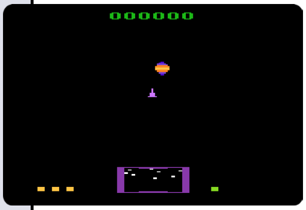
Great Escape

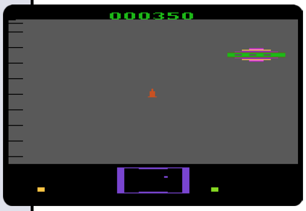
Developer	Bomb
Publisher	Bomb
Release date	1983
Genre	Shooter
Mode	1 Player

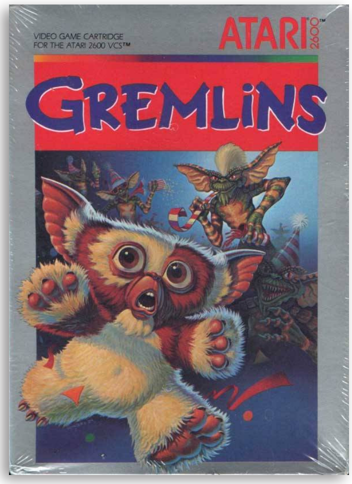
In the space shooter, players move their ship by moving the joystick in the direction they want to go. They fire by holding down the button and moving the joystick in the direction they want to shoot. They can shoot from the front of their ship, from the back or from either side. Players must avoid or shoot the meteorites, shoot the aliens, and always run from the super alien.

"mobygames.com"

7.8






VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
GREMLINS

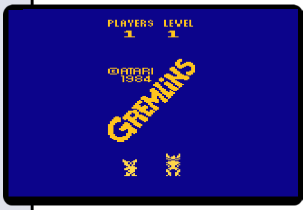
Rarity: 6

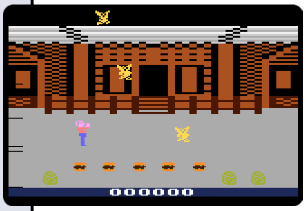
Gremlins

Developer	Atari *(G: Mimi Nyden, S: Robert Vieira, P: Scott Smith)*
Publisher	Atari
Release date	1984
Genre	Action
Mode	1-2 Players

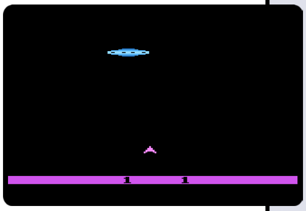
Gremlins is a tie-in to the 1984 film Gremlins. Atari released another, substantially different game based on the film for the Atari 5200. Atari first previewed the 2600 version of the game at the 1984 Consumer Electronics Show in Chicago; it was released in limited numbers later that year, and became moderately rare. The 5200 version did not receive its release until 1986. The 2600 version is generally considered the inferior of Atari's two Gremlins games.

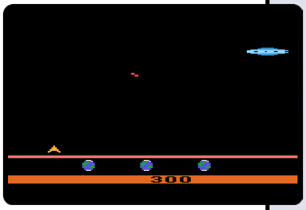
4.5


PLAYERS LEVEL
1 1
©ATARI 1984
GREMLINS



6.0

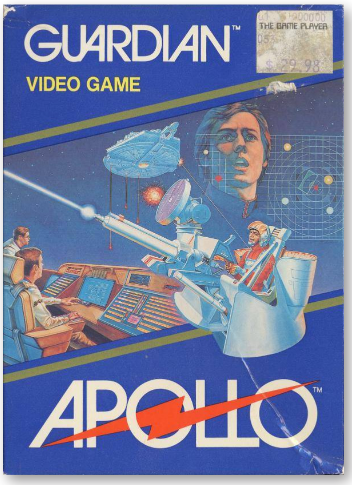




Guardian

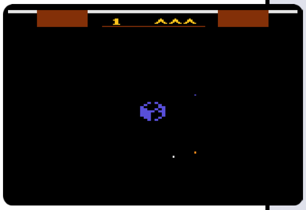
Developer	Apollo *(Larry Martin)*
Publisher	Apollo
Release date	1982
Genre	Shooter
Mode	1-2 Players

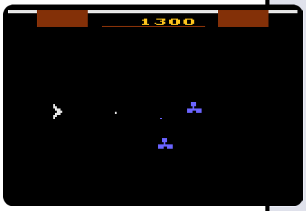
Guardian is an arcade action game for one or two players. In an intergalactic war, an enemy ship called Dromeda is attacking the players home planets and they need to defend them. The planets are located at either the top or the bottom of the screen, and are defended by a shield. Dromeda is in the middle of the screen, and will be launching explosive devices at the planets. Players must shoot the explosives as they come in.


GUARDIAN™
VIDEO GAME
THE GAME PLAYER
$ 29.98
APOLLO™

Rarity: 8

6.0



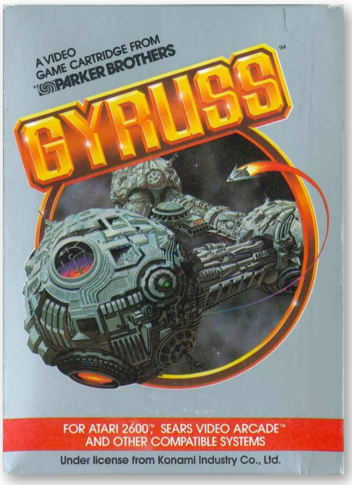


Gyruss

Developer	Parker Brothers
Publisher	Parker Brothers
Release date	1984
Genre	Shooter
Mode	1 Player

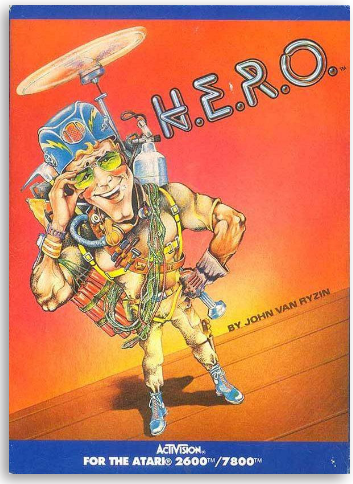
Gyruss is a shoot ‘em up arcade game designed by Yoshiki Okamoto and released by Konami in 1983. Gyruss was licensed to Centuri in the United States, and was ported to contemporary home systems.

In the game, the entire solar system is being attacked by the vicious Gyrusians, and it’s up to the players to save the day. They will need to fly their spaceship to each of the nine planets and then clear three stages of enemies to rid that planet of the Gyrusians.


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
GYRUSS™
FOR ATARI 2600™, SEARS VIDEO ARCADE™ AND OTHER COMPATIBLE SYSTEMS
Under license from Konami Industry Co., Ltd.

Rarity: 4

VIDEO COMPUTER SYSTEM™
POWER
TV TYPE
COLOR
B•W
GAME SELECT
GAME RESET
ATARI


H.E.R.O.
BY JOHN VAN RYZIN
ACTIVISION
FOR THE ATARI® 2600™/7800™

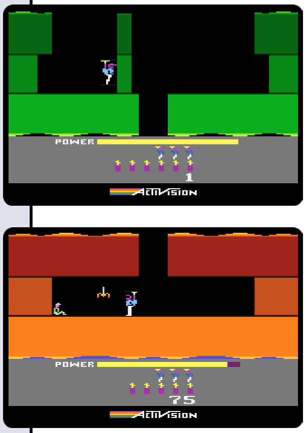
Rarity: 5

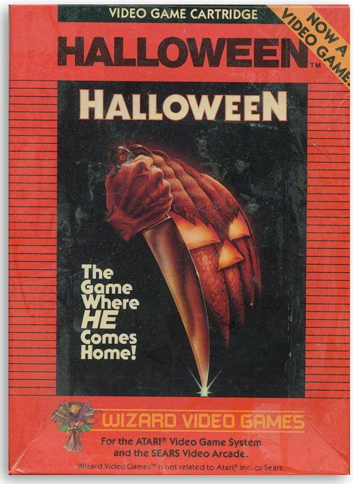
H.E.R.O.

Developer	Activision *(John Van Ryzin)*
Publisher	Activision
Release date	1984
Genre	Action
Mode	1 Player

Considered by many to be one of the finest games for the 2600, H.E.R.O. (standing for Helicopter Emergency Rescue Operation) was released in 1984, the year of the great videogame crash. For that reason, it wasn't able to reach the same large audience as that of Activision's earlier masterpieces. In the game, the player uses a helicopter backpack and other tools to rescue victims trapped deep in a mine.

8.1


POWER
ACTIVISION
POWER
75
ACTIVISION


VIDEO GAME CARTRIDGE
HALLOWEEN
NOW A VIDEO GAME
HALLOWEEN
The Game Where HE Comes Home!
WIZARD VIDEO GAMES
For the ATARI® Video Game System and the SEARS Video Arcade.

Rarity: 7
No Label: 8

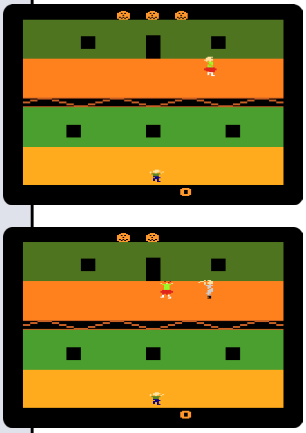
Halloween

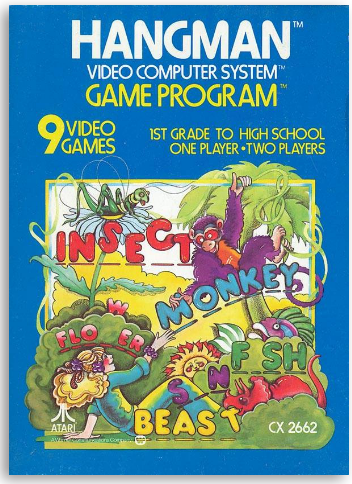
Developer	VSS, MicroGraphic Image *(Tim Martin)*
Publisher	Wizard Video
Release date	1983
Genre	Action
Mode	1 Player

In Halloween, based on the movie, the player is a babysitter who has to protect her children from Michael Myers, who had managed to get inside the house.

As Wizard Video was liquidating their inventory and trying to minimize costs, many copies of Halloween were sold with no label. The word "Halloween" is simply written across the cartridge in black marker. The label version is more sought after by collectors, but it is unclear which version is more rare.

5.1




HANGMAN™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
9 VIDEO GAMES
1ST GRADE TO HIGH SCHOOL
ONE PLAYER • TWO PLAYERS
INSECT
MONKEY
FLOWER
FISH
SNAKE
BEAST
ATARI
CX 2662

Rarity: 2
Spelling: 4

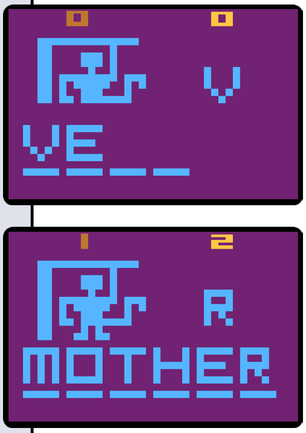
Hangman

Developer	Atari *(Alan Miller)*
Publisher	Atari
Release date	1978
Genre	Strategy
Mode	1-2 Players

Hangman is an electronic version of the game hangman. The goal is to figure out a word that the computer has generated by guessing one letter at a time. Players guess a correct letter, and it will appear on the screen in the proper location, but if they guess a letter that isn't in the word then they are one step closer to being hung. Guess eleven incorrect letters, and the game is over.

"mobygames.com"

6.0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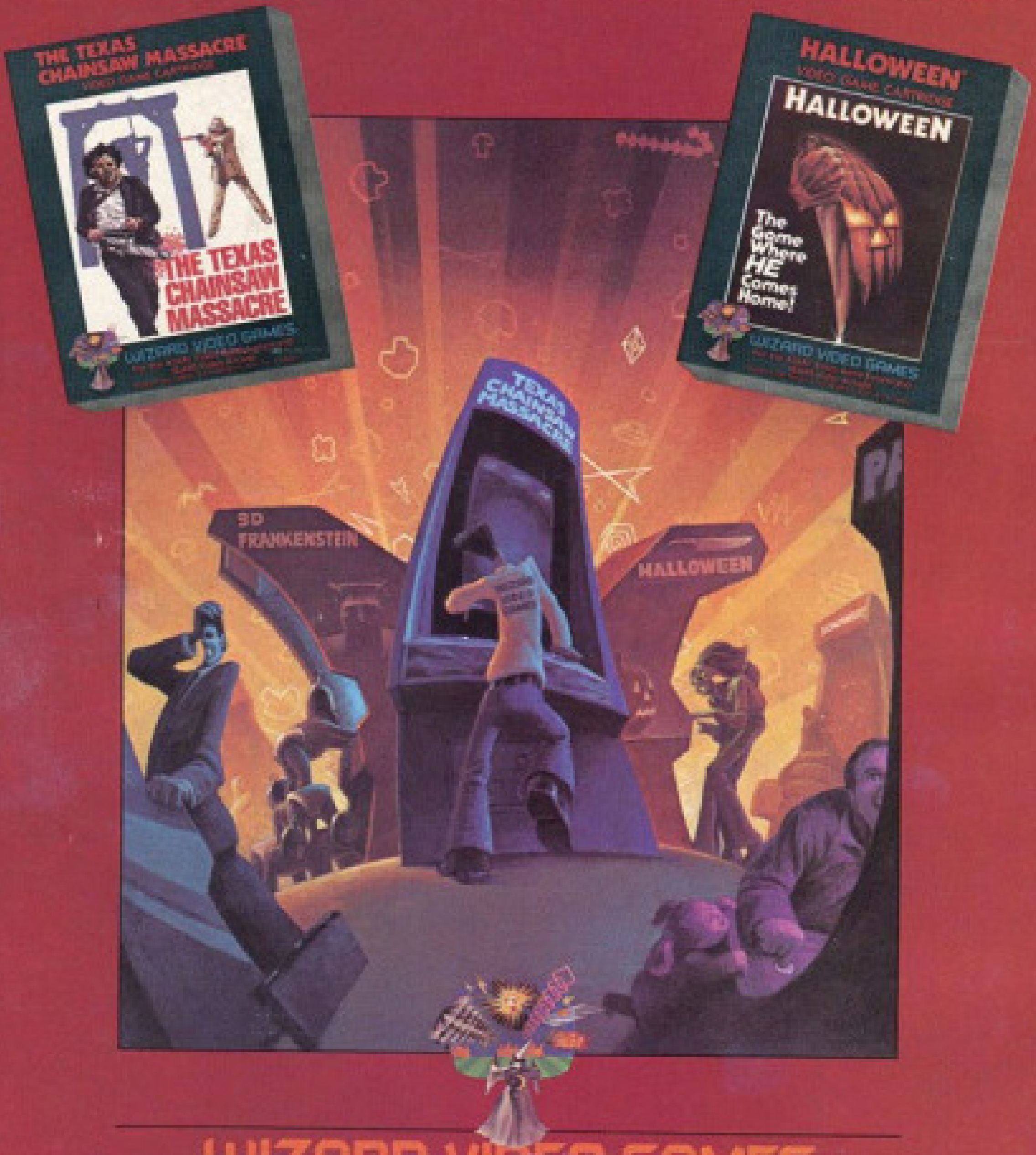
ANNOUNCING THE FIRST SCARY VIDEO GAMES


THE TEXAS CHAINSAW MASSACRE
VIDEO GAME CARTRIDGE
THE TEXAS CHAINSAW MASSACRE
WIZARD VIDEO GAMES
HALLOWEEN
VIDEO GAME CARTRIDGE
HALLOWEEN
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CARTRIDGE
FOR USE WITH
ATARI® 2600 VIDEO GAME
Sears 2600 Tele-Games®
AND COMPATIBLE SYSTEMS
HARBOR ESCAPE

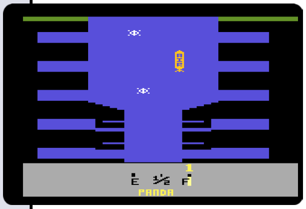
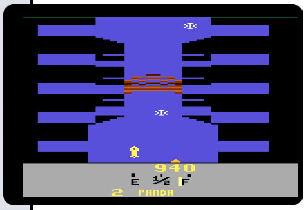
Rarity: 6

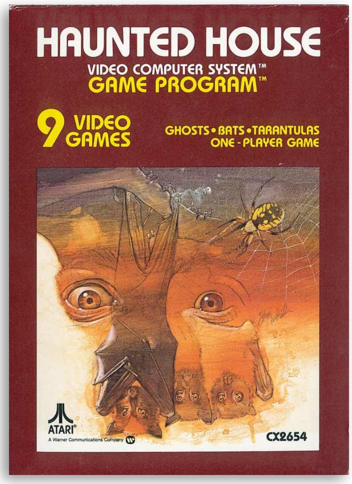
Harbor Escape

5.5

Developer	Panda Computer Games
Publisher	Panda Computer Games
Release date	1983
Genre	Action
Mode	1-2 Players

Players have just dropped off a group of commandos on the inland coast of Russia for a search and destroy mission. As commander of one of the finest nuclear submarines, the main objective is to safely escape the many harbors they secretly must pass to report the success of the drop. Unfortunately, an alert Russian Harbor Commander has picked up the sub on sonar and has dispatched roving nuclear mines and submarines as well as closed up all channel locks.


HAUNTED HOUSE
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GAME PROGRAM™
9 VIDEO GAMES
GHOSTS • BATS • TARANTULAS
ONE - PLAYER GAME
ATARI
CX2654

Rarity: 2

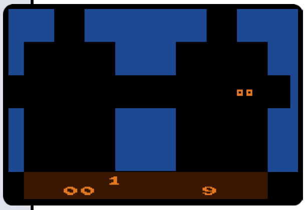
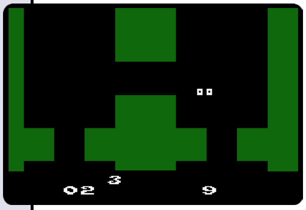
Haunted House

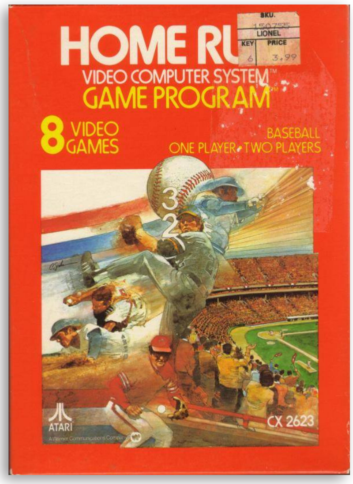
6.5

Developer	Atari *(James Andreasen)*
Publisher	Atari
Release date	1982
Genre	Survival horror
Mode	1 Player

Haunted House is an Atari 2600 video game in which the player (represented by a pair of eyes) must navigate the haunted mansion of the late Zachary Graves to recover the three pieces of an urn. The game has been identified as one of the earliest examples of the survival horror genre by a GameSpy article.

Electronic Games in 1983 stated that Haunted House's graphics were "on the simple side, but the effect of creeping through the darkened rooms is very well done".


HOME RU
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
BASEBALL
ONE PLAYER • TWO PLAYERS
ATARI
CX 2623

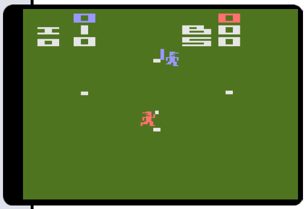
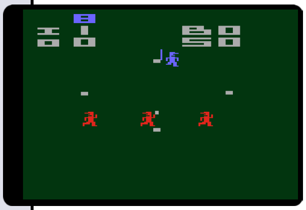
Rarity: 2
Sears: 2
Sears Picture: 5

Home Run

4.5

Developer	Atari *(Bob Whitehead, Dave Rolfe)*
Publisher	Atari
Release date	1978
Genre	Sports
Mode	1-2 Players

The game can be played against the computer or with another player. Players have the option to have 1, 2 or 3 players in the field. As a pitcher, they use the joystick to throw the ball and to control its speed and curve. After the ball is hit, they control all their men (they all move together since they follow the orders of a single joystick) in the field to catch the ball. As a batter, they can control the position of the baseball bat with the joystick.

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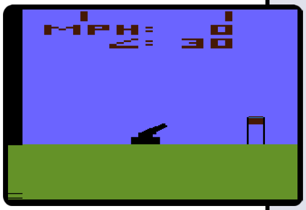
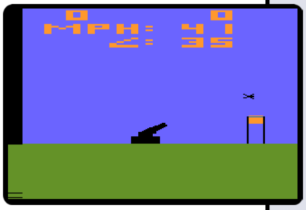
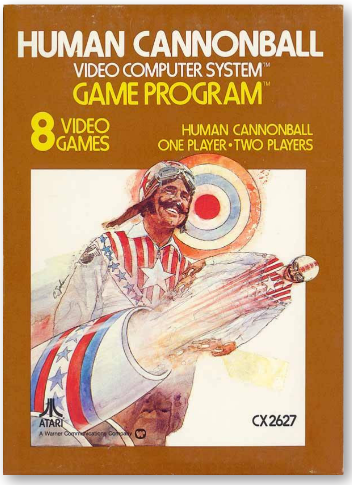




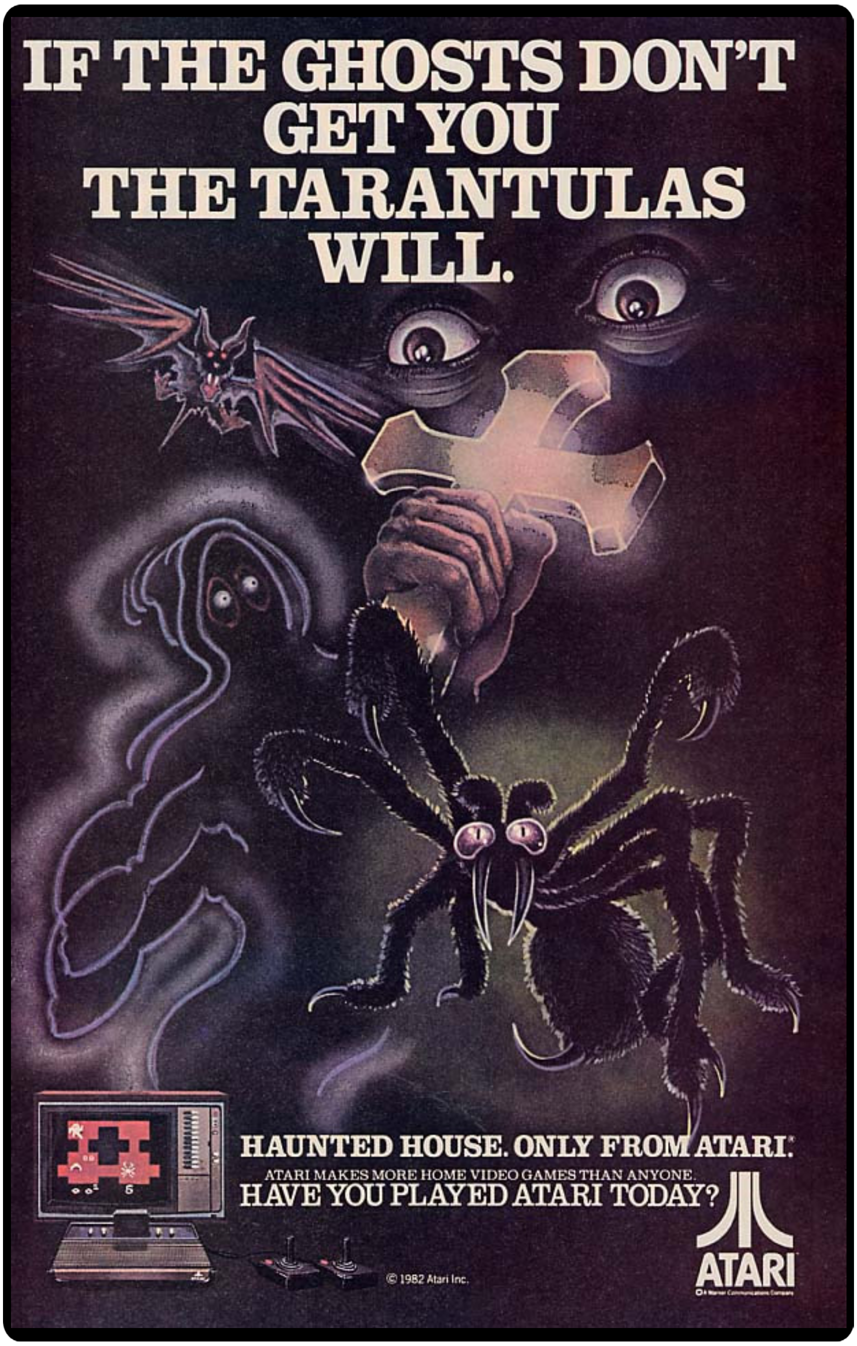
Human Cannonball

Developer	Atari
Publisher	Atari
Release date	1979
Genre	Strategy
Mode	1-2 Players

In Human Cannonball the goal is to fire a man out of a cannon and have him land in a bucket of water. To do this players need to adjust their cannon so the position, angle, and firing speed are just right. They score a point for each successful landing, and the game ends after seven attempts. Several game variations are included which allow players to have the position, angle and speed all set by the player, or have one or more of these in a fixed position.


HUMAN CANNONBALL
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
HUMAN CANNONBALL
ONE PLAYER • TWO PLAYERS
ATARI
CX2627

Rarity: 2



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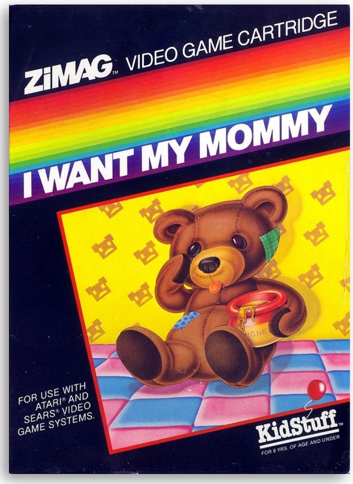
I Want My Mommy

2.9

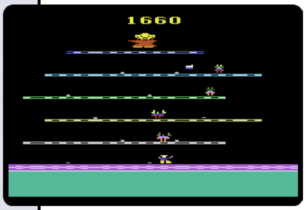

ZiMAG VIDEO GAME CARTRIDGE
I WANT MY MOMMY
FOR USE WITH ATARI® AND SEARS® VIDEO GAME SYSTEMS.
KidStuff

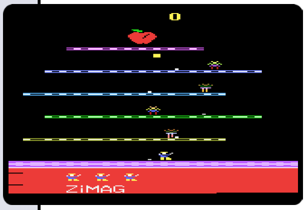
Rarity: 5

Developer	Zimag
Publisher	Zimag
Release date	1983
Genre	Platformer
Mode	1-2 Players

I Want My Mommy is a video game for the Atari 2600, released exclusively to North America. It is a platform game where teleportation beams connect upward on the playing field. Monsters can be faked out by partially going up a teleporter then coming back down again.

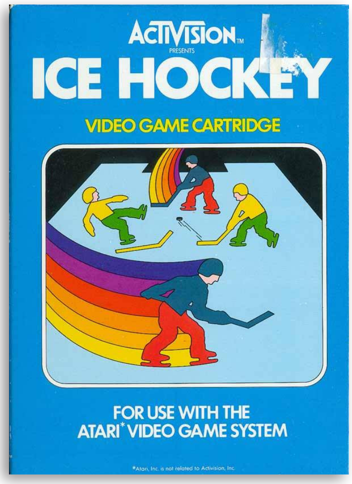
The game was given the KidStuff panel on the cover art; meaning it was aimed at gamers under the age of nine. It has been listed by IGN as having the ninth best cover art of all time.





Ice Hockey

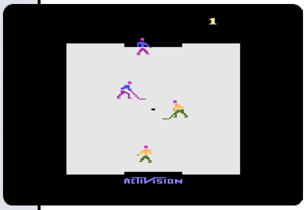
6.2


ACTIVISION PRESENTS
ICE HOCKEY
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI® VIDEO GAME SYSTEM

Rarity: 2
Blue Label: 3

Developer	Activision *(Alan Miller)*
Publisher	Activision
Release date	1981
Genre	Sports
Mode	1-2 Players

Ice Hockey, designed by Activision programmer Alan Miller, is a game of two-on-two ice hockey. One player on each team is the goalie, and the other plays offensive (although, the goalie is not confined to the goal). As in the real sport, the object of the game is to take control of the puck and shoot it into the opposing goal to score points. When the puck is in player control, it moves left and right along the blade of the hockey stick.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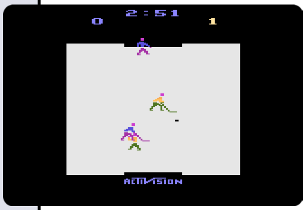
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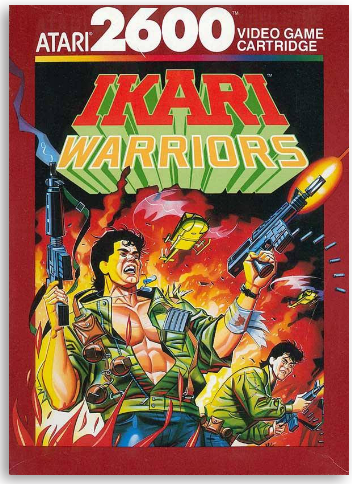
Ikari Warriors

5.3

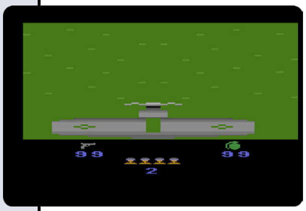

ATARI 2600 VIDEO GAME CARTRIDGE
IKARI WARRIORS

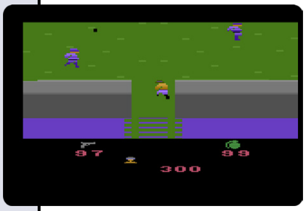
Rarity: 5

Developer	Atari
Publisher	Atari
Release date	1989
Genre	Run and gun
Mode	1-2 Players

Ikari Warriors is a vertically scrolling, run & gun shoot 'em up arcade by SNK. Originally titled Ikari in Japan, Ikari Warriors was SNK's first major breakthrough US release and became something of a classic.

The player takes the role of commando-like warriors, who must try to reach the village of Ikari. Enemy units attempting to kill the player include tanks, enemy soldiers and helicopters.





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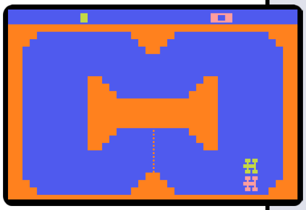
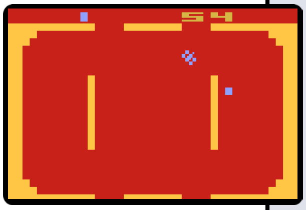
Indy 500

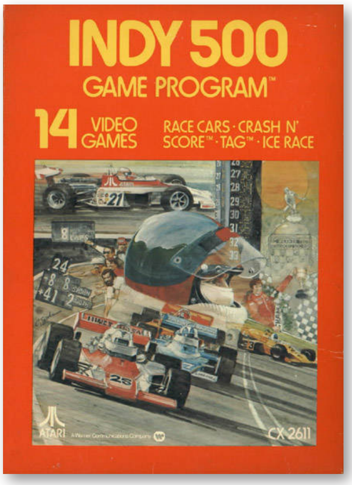




Developer	Atari *(Ed Riddle)*
Publisher	Atari
Release date	1977
Genre	Racing
Mode	1-2 Players

Indy 500, one of the nine launch titles, is themed around the Indianapolis 500, and is based on Atari's earlier 8-player arcade game, Indy 800.

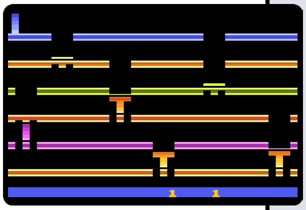
Though the packaging material claims it to have fourteen games, this number treats each of the various tracks as a "game". There are actually only three unique game modes. Each can be played with one or two players, and with either a time limit or a score limit.

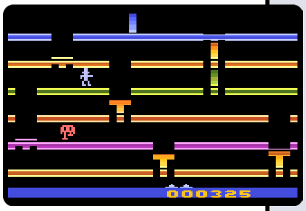

INDY 500
GAME PROGRAM™
14 VIDEO GAMES
RACE CARS · CRASH N' SCORE™ · TAG™ · ICE RACE
ATARI
CX-2611

Rarity: 2
Atari Text #: 3
Sears Picture Label: 4

6.2

Infiltrate

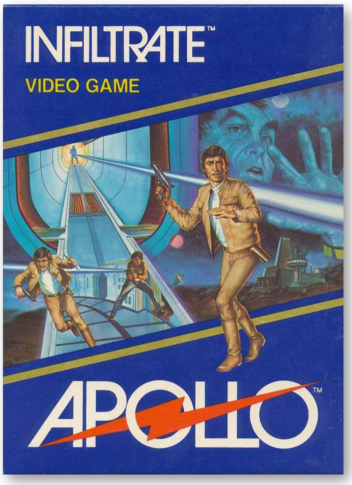




Developer	Apollo
Publisher	Apollo
Release date	1982
Genre	Action, Strategy
Mode	1-2 Players

Players take the role as a secret agent sent on an important mission to recover enemy documents. There are enemy assassins trying to stop him. When players are next to an elevator, they will automatically board it when it gets to their level unless they are pushing towards it, in which case they will walk across it. If players are on the same level with an assassin and there is no elevator between them, they can shoot him.

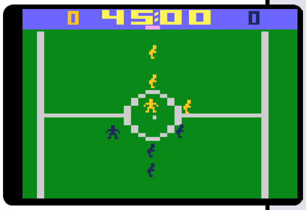
"mobygames.com"

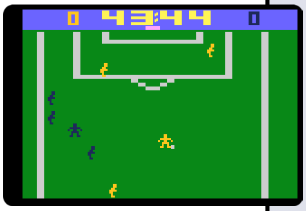

INFILTRATE™
VIDEO GAME
APOLLO™

Rarity: 3

4.8

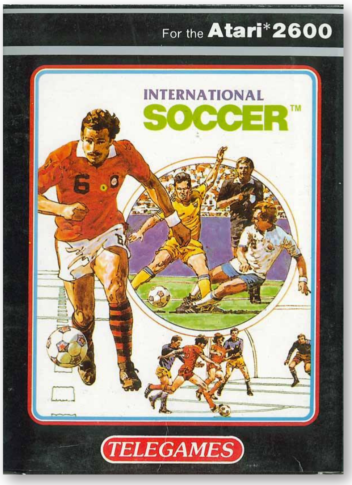
International Soccer



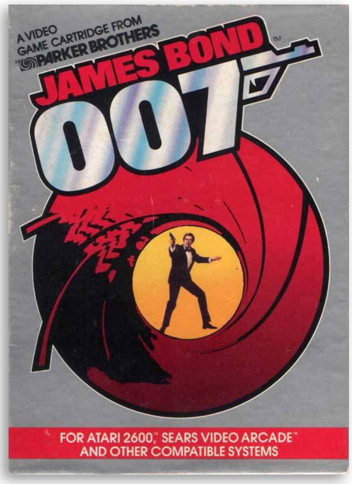


Developer	M Network *(Kevin Miller)*
Publisher	M Network, Telegames
Release date	1982
Genre	Sports
Mode	2 Players

International Soccer, also known as NASL Soccer, is an action soccer game for two players. The game follows typical soccer rules; attempt to score more goals than the opponent in the two 45 minute periods (this is in simulated time). Players control one player on their team at a time while the computer takes control of the rest. The game allows players to dribble and pass, and features throw ins, corner kicks, goal kicks, and in the event of a tie the game goes in to overtime.


For the Atari*2600
INTERNATIONAL
SOCCER™
TELEGAMES

Rarity: 2
Silver Label: 4


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
JAMES BOND 007
FOR ATARI 2600, SEARS VIDEO ARCADE AND OTHER COMPATIBLE SYSTEMS

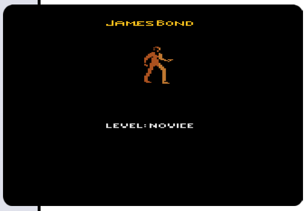
Rarity: 6

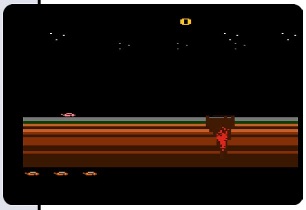
James Bond 007

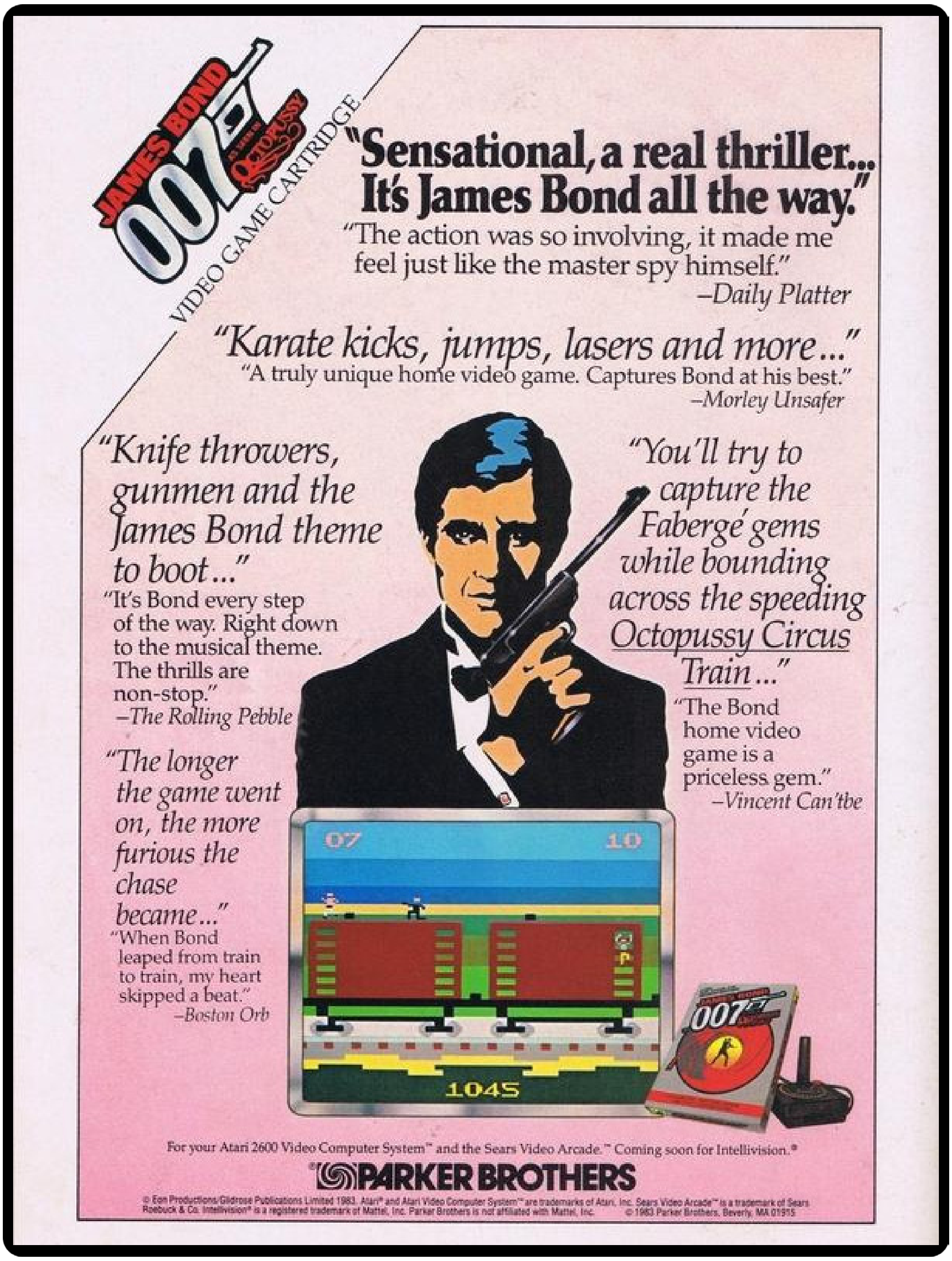
Developer	On-Time Software *(Joe Gaucher)*
Publisher	Parker Brothers
Release date	1983
Genre	Platformer
Mode	1 Player

James Bond 007 was the first video game to be based on the James Bond film series. Players control British spy James Bond in his multi-purpose vehicle that can travel both land and sea. Players can shoot lasers upward towards aerial opponents or bullets downwards at other enemies. They must also jump over obstacles and dodge enemy attacks. There are four missions, each based on a Bond movie.

6.0


JAMES BOND
LEVEL: NOVICE




JAMES BOND 007
OCTOPUSSY
VIDEO GAME CARTRIDGE
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"Sensational, a real thriller... It's James Bond all the way."

"The action was so involving, it made me feel just like the master spy himself."
–*Daily Platter*

"Karate kicks, jumps, lasers and more..."

"A truly unique home video game. Captures Bond at his best."
–*Morley Unsafer*

"Knife throwers, gunmen and the James Bond theme to boot..."

"It's Bond every step of the way. Right down to the musical theme. The thrills are non-stop."
–*The Rolling Pebble*

"The longer the game went on, the more furious the chase became..."

"When Bond leaped from train to train, my heart skipped a beat."
–*Boston Orb*

"You'll try to capture the Fabergé gems while bounding across the speeding Octopussy Circus Train..."

"The Bond home video game is a priceless gem."
–*Vincent Can'tbe*

For your Atari 2600 Video Computer System™ and the Sears Video Arcade.™ Coming soon for Intellivision.*

PARKER BROTHERS

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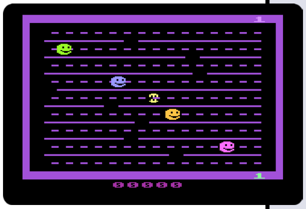
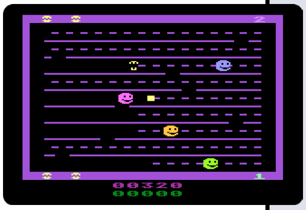
7.8

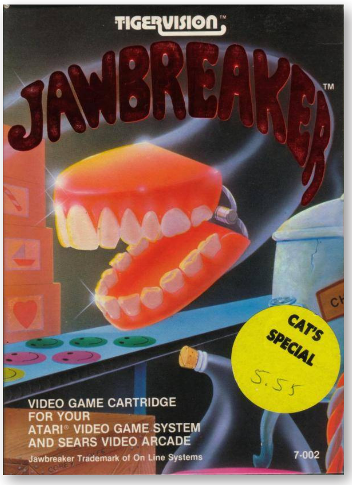
Jawbreaker

Developer	Sierra On-Line *(John Harris)*
Publisher	Tigervision
Release date	1982
Genre	Action
Mode	1 Player

Unlike the Apple II and Atari 8-bit versions, the Atari 2600 version of Jawbreaker is not a Pac-Man clone. Instead, players have a screen with nine horizontal levels. There are dots on each level. they must eat all the dots (candies) to get a teeth brushing and advance to the next, harder, level. Also on the levels are happy faces. They are happy to knock the players teeth out, which they will do if they touch them. This will lose them a life. When all lives are lost, the game is over.






TIGERVISION
JAWBREAKER
CAT'S SPECIAL
5.55
VIDEO GAME CARTRIDGE FOR YOUR ATARI® VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE
Jawbreaker Trademark of On Line Systems
7-002

Rarity: 5

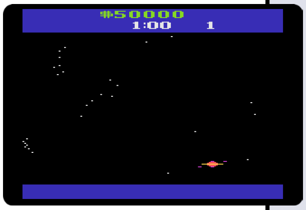
5.7

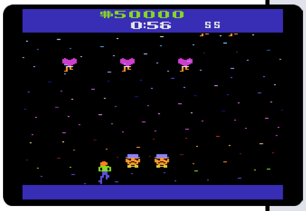
Journey Escape

Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Action
Mode	1 Player

Journey Escape stars the rock band Journey, one of the world's most popular acts at the time, and is based on their album Escape.

The player must lead the band members to their "Scarab Escape Vehicle" (as featured on the cover) and protect the concert cash from "love-crazed" groupies, sneaky photographers, stage barriers and "shifty-eyed" promoters.

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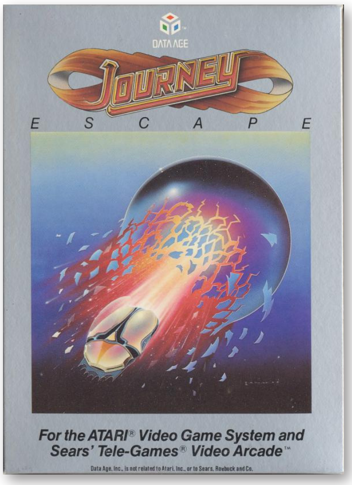

DATA AGE
JOURNEY
E S C A P E
For the ATARI® Video Game System and Sears' Tele-Games® Video Arcade™

Rarity: 2

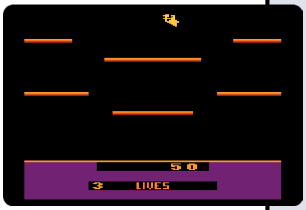
6.8

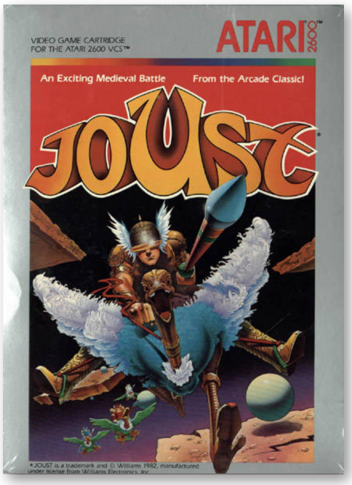
Joust

Developer	Atari *(Michael Feinstein, Kevin Osborn)*
Publisher	Atari
Release date	1983
Genre	Action
Mode	1-2 Players

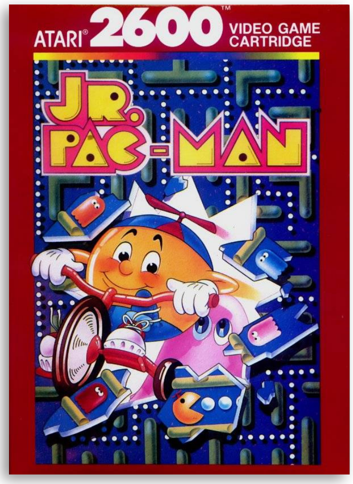
Joust was first released as a 1982 arcade game by Williams Electronics. The game is a platforming game where the player controls a yellow knight riding a flying ostrich or stork, from a third-person perspective. The player flies the knight amidst the floating rock platforms and above pools of lava. The objective is to defeat groups of enemy knights riding buzzards that populate each level, referred to as a "wave".

JOUST
©ATARI 1983




VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
An Exciting Medieval Battle
From the Arcade Classic!
JOUST

Rarity: 2


ATARI 2600 VIDEO GAME CARTRIDGE
JR. PAC-MAN

Rarity: 2

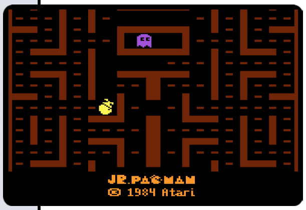
Jr. Pac-Man

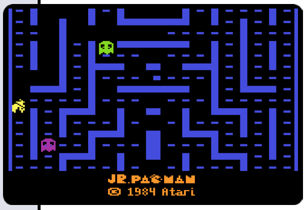
Developer	Atari *(Ava-Robin Cohen)*
Publisher	Atari
Release date	1986
Genre	Maze
Mode	1 Player

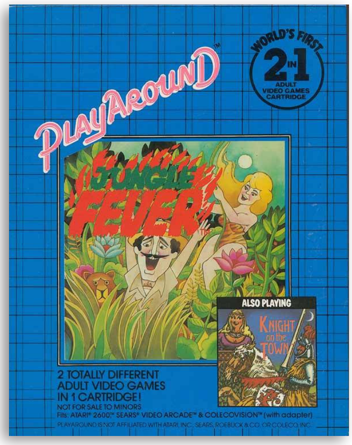
Jr. Pac-Man is based on Pac-Man and its derivatives, but is not officially part of the Pac-Man series. The game was created without the authorization of Namco.

Because of the somewhat limited popularity of the game, initially the only released port was for the Atari 2600 console; this version features different mazes that scroll vertically rather than horizontally, but is otherwise a faithful adaptation.

7.0


JR.PAC-MAN
© 1984 Atari


JR.PAC-MAN
© 1984 Atari


PlayAround
WORLD'S FIRST 2 IN 1 ADULT VIDEO GAMES CARTRIDGE
JUNGLE FEVER
ALSO PLAYING
KNIGHT on the TOWN
2 TOTALLY DIFFERENT ADULT VIDEO GAMES IN 1 CARTRIDGE!

Rarity: 5

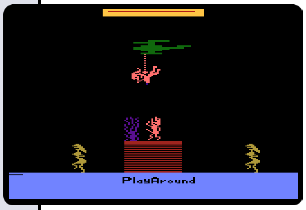
Jungle Fever/
Knight on the Town

Developer	PlayAround
Publisher	PlayAround
Release date	1982
Genre	Compilation
Mode	1 Player

This is a double-ender cartridge with Jungle Fever on one end and Knight on the Town on the other.

Jungle Fever is just a gender-reversed version of Burning Desire in which the boyfriend is being held for sacrifice. Knight on the Town involves the player (the knight in question) building a bridge over the moat to reach the princess.

1.8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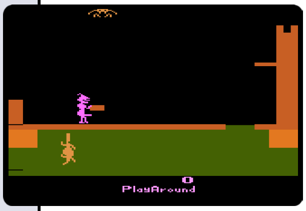
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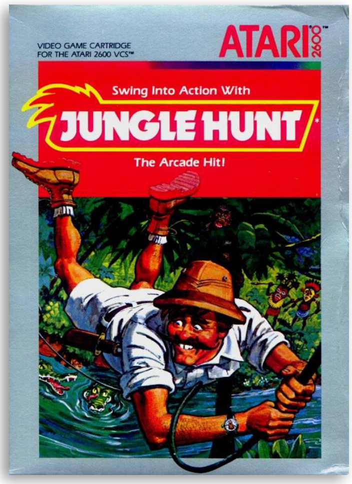
PlayAround


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS
ATARI 2600
Swing Into Action With
JUNGLE HUNT
The Arcade Hit!

Rarity: 2

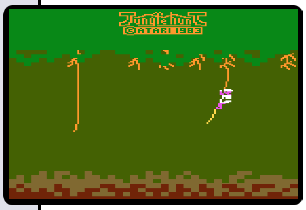
Jungle Hunt

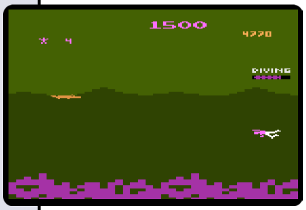
Developer	Atari *(John Allred, Michael Feinstein)*
Publisher	Atari
Release date	1983
Genre	Platformer
Mode	1 Player

Jungle Hunt is side-scrolling arcade game first released by Taito in 1982. It was initially released as Jungle King and was one of the first video games to use parallax scrolling.

The player controls a jungle explorer who attempts to rescue his girl from a tribe of hungry cannibals by swinging from vine to vine, swimming a crocodile-infested river, jumping over or ducking beneath rolling rocks, then releasing his girl.

7.1


Jungle Hunt
© ATARI 1983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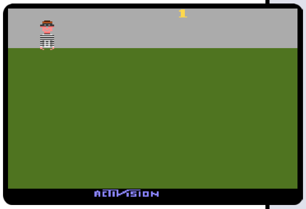
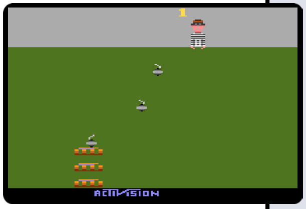
DIVING

7.2


ACTIVISION

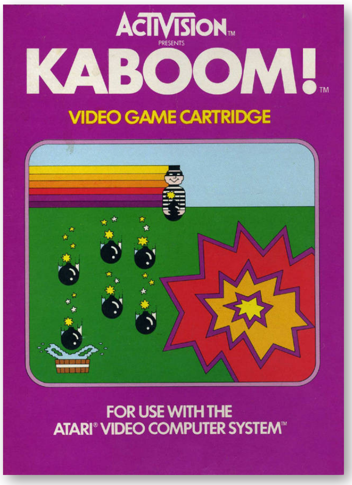

ACTIVISION

Kaboom!

Developer Activision *(G: David Crane, P: Larry Kaplan)*
Publisher Activision
Release date 1981
Genre Action
Mode 1-2 Players

Kaboom! is an unauthorized adaptation of the 1978 Atari coin-op Avalanche. The gameplay of both games is fundamentally the same, but Kaboom! was re-themed to be about a mad bomber instead of falling rocks. As an ex-Atari programmer, Larry Kaplan, originally wanted to port Avalanche to the Atari 2600.

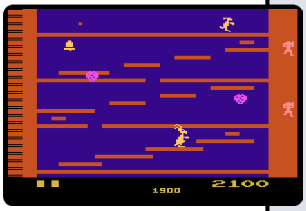
It was well-received and successful commercially, selling over one million cartridges by 1983.


ACTIVISION
PRESENTS
KABOOM!
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI® VIDEO COMPUTER SYSTEM™

Rarity: 2
Blue Label: 3

6.5

Kangaroo
1983 © ATARI

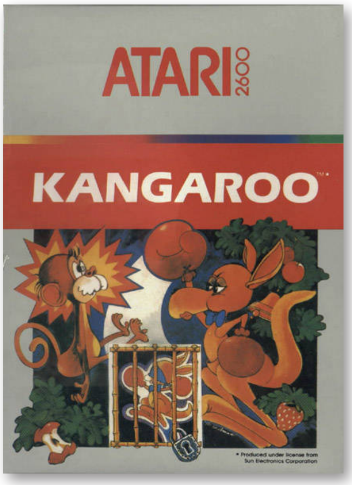


Kangaroo

Developer Atari *(Kevin Osborn)*
Publisher Atari
Release date 1983
Genre Platformer
Mode 1-2 Players

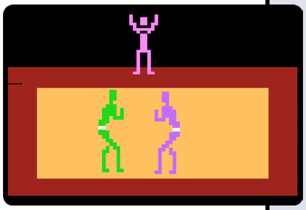
Kangaroo was one of the first arcade games similar in style to Donkey Kong without being a direct knock-off. The player takes the role of a mother kangaroo wearing boxing gloves, who is trying to rescue her son from fruit-throwing monkeys.

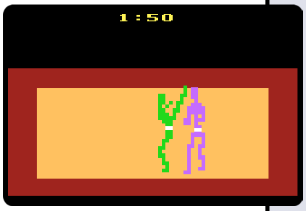
Kangaroo was ported to the Atari 2600 and Atari 5200. The 5200 version was also ported to the Atari 8-bit computers and published through Atari Program Exchange.


ATARI 2600
KANGAROO

Rarity: 2

4.2

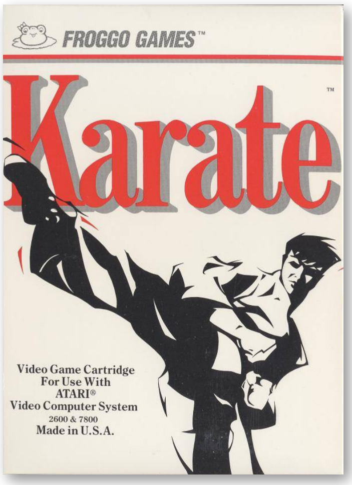




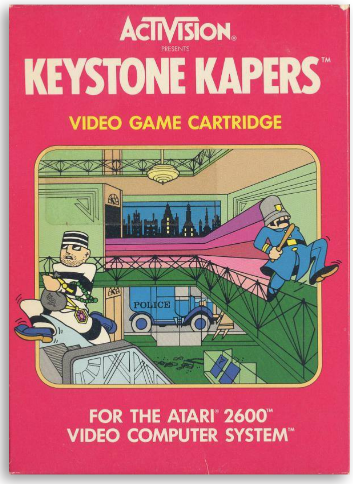
Karate

Developer Ultravision *(Joseph Amelio)*
Publisher Ultravision, Froggo
Release date 1982
Genre Fighting
Mode 1-2 Players

Karate is a video game for the Atari 2600 produced by Ultravision and later released by Froggo. Designed by black belt Joseph Amelio, the game was released in late 1982. The Froggo release is more widely available and better known, so many sources miscredit Karate as an original Froggo title. This is one of the earliest fighting games to earn a re-release, which became common to Capcom and SNK ones. The game is considered by some to be one of the worst 2600 games of all time.


FROGGO GAMES™
Karate
Video Game Cartridge
For Use With
ATARI®
Video Computer System
2600 & 7800
Made in U.S.A.

Rarity: 10
Froggo: 4


ACTIVISION
PRESENTS
KEYSTONE KAPERS
VIDEO GAME CARTRIDGE
POLICE
FOR THE ATARI 2600
VIDEO COMPUTER SYSTEM

Rarity: 2
Blue Label: 3

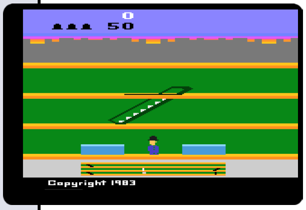
Keystone Kapers

Developer	Activision *(Garry Kitchen)*
Publisher	Activision
Release date	1983
Genre	Platformer
Mode	1 Player

Inspired by Mack Sennett's slapstick Keystone Cops series of silent films, the object of the game is for Officer Keystone Kelly (the player) to catch Harry Hooligan before he can escape from a department store.

As with most early video games, there is no end to the game; each level gets progressively harder, adding more and/or faster hazards until Kelly loses all of his lives.

6.8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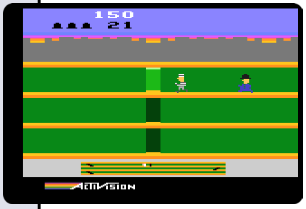
Copyright 1983


150
21
ACTIVISION

KILLER SATELLITES
a Supercharger game
FOR THE ATARI VIDEO COMPUTER SYSTEM AND SEARS VIDEO ARCADE
Supercharger unit must be purchased separately. Cassette player required.
STARPATH CORPORATION
(formerly ARCADIA CORPORATION)

Rarity: 4

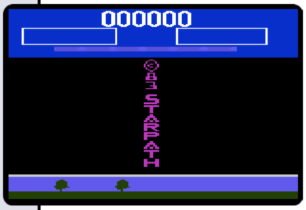
Killer Satellites

Developer	Starpath *(Kevin Norman)*
Publisher	Starpath
Release date	1982
Genre	Shooter
Mode	1 Player

For decades, the weapons satellites have orbited Earth harmlessly. Now, for unknown reasons, they have dropped from the sky to obliterate mankind. Players take the role as a test pilot with an experimental craft that can stop the satellites. It is up to him to protect his home town.

"mobygames.com"

4.8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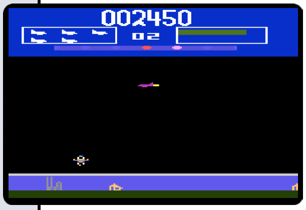
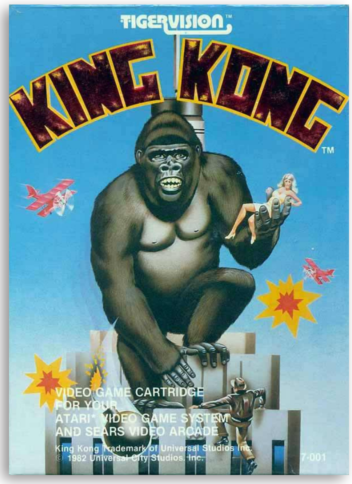
STARPATH




TIGERVISION
KING KONG
VIDEO GAME CARTRIDGE FOR YOUR ATARI VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE
King Kong trademark of Universal Studios Inc.
1982 Universal City Studios, Inc.
7-001

Rarity: 5

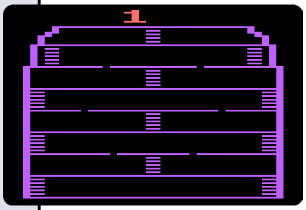
King Kong

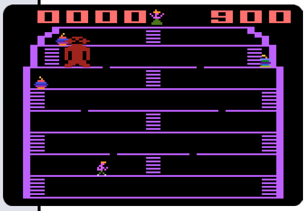
Developer	Tigervision *(Karl T. Olinger)*
Publisher	Tigervision
Release date	1982
Genre	Platformer
Mode	1-2 Players

This game is a clone of Donkey Kong, except instead of barrels, players must avoid bombs. They must make their way across the floors and up the ladders while jumping over bombs for points and holes in the floor. There is also a timer in the upper right. It starts at nine-hundred ninety and counts down ten points per second. If players are hit by a bomb or fall through a hole in the floor or the time reaches zero, they lose a life.

"mobygames.com"

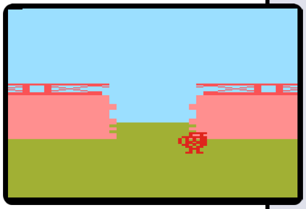
4.0

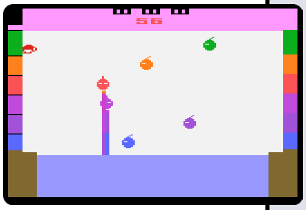




5.4

Kool Aid Man





Developer M-Network *(Steve Tatsumi)*
Publisher M-Network
Release date 1983
Genre Action
Mode 1 Player

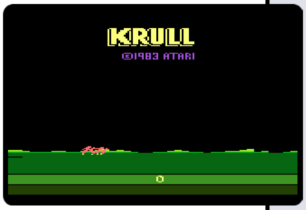
Kool-Aid Man is centered around the long time television mascot of the popular beverage Kool-Aid. The game made up of very simple 2D graphics. The setting of the game is a simple pool of water, and the object of the game is to quench the “thirsties”. Thirsties are round creatures that try to drink up all of the water in the pool.

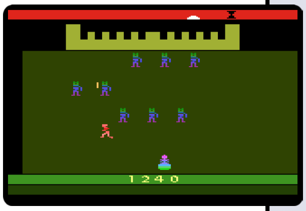
M NETWORK
For Your Atari* 2600 Game System
OH, YEAAHH!
Kool-Aid Man
VIDEO GAME CARTRIDGE

Rarity: 4

6.4

Krull

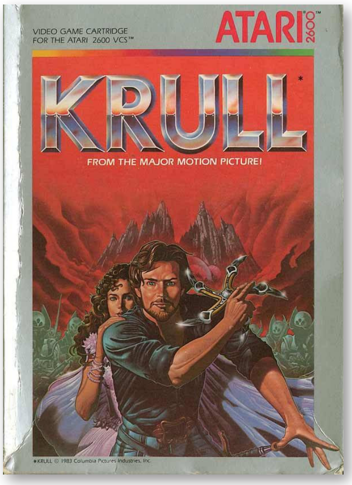

KRULL
©1983 ATARI
0



Developer Atari *(Dave Staugas)*
Publisher Atari
Release date 1983
Genre Action
Mode 1 Player

Krull is a video game based on the film of the same name. The home adaptation similar to the arcade version was planned for the Atari 5200, but poor sales of that console prompted the decision to release the game on the Atari 2600 instead.

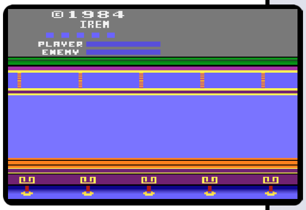
The Atari version of the game was generally well received and is today considered one of the better early film-to-game adaptations, with some of the best graphics and sound featured on the system.

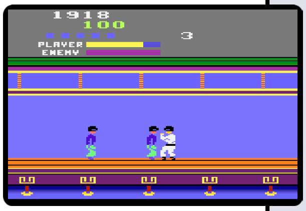

VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
KRULL
FROM THE MAJOR MOTION PICTURE!

Rarity: 4

6.3

Kung Fu Master


©1984
IREM
PLAYER
ENEMY


1918
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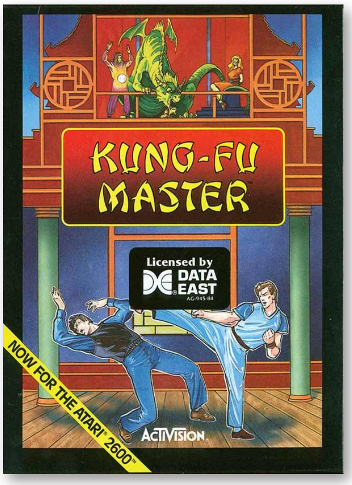
PLAYER
ENEMY
3

Developer Activision *(Dan Kitchen)*
Publisher Activision
Release date 1987
Genre Beat ‘em up
Mode 1-2 Players

Kung-Fu Master is a fair port of the arcade game of the same name. The players control Thomas, the titular Kung-Fu Master, as he fights his way through the five levels of the Devil’s Temple in order to rescue his girlfriend Sylvia from the mysterious crime boss Mr. X.

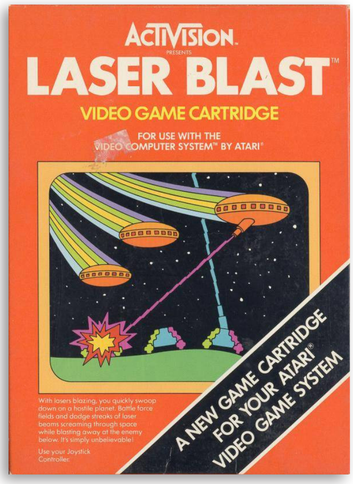
The arcade game was initially released in Japan under the title of Spartan X as a tie-in based on the Jackie Chan film Wheels on Meals, however, the game has no bearing on the plot of the film.


KUNG-FU MASTER
Licensed by DATA EAST
NOW FOR THE ATARI 2600
ACTIVISION

Rarity: 4

Laser Blast

6.3

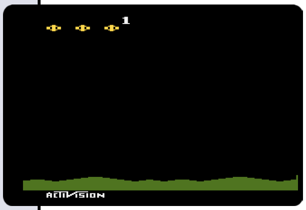

ACTIVISION
PRESENTS
LASER BLAST
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM BY ATARI
A NEW GAME CARTRIDGE FOR YOUR ATARI VIDEO GAME SYSTEM

Rarity: 2

Developer	Activision *(David Crane)*
Publisher	Activision
Release date	1981
Genre	Shooter
Mode	1 Player

Designed by David Crane, one of Activision's co-founders, Laser Blast places players in control of flying saucers attacking land targets. The object of of the game is to destroy a series of land-based enemies.

The game was well-received, earning an Honorable Mention for "Best Science Fiction Game" in 1982 at the Third Annual Arkie Awards.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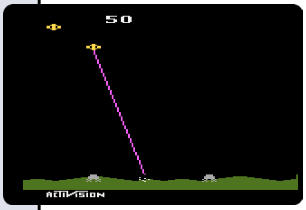
ACTIVISION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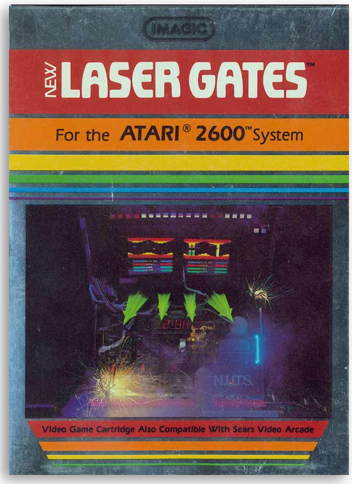
ACTIVISION

Laser Gates

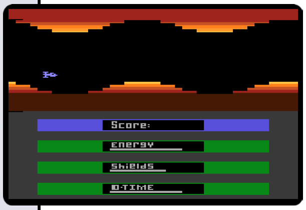
6.6

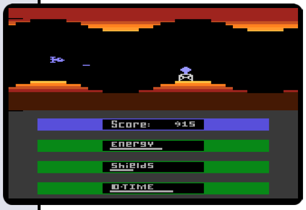

IMAGIC
NEW LASER GATES
For the ATARI 2600 System
Video Game Cartridge Also Compatible With Sears Video Arcade

Rarity: 5

Developer	Imagic *(Dan Oliver)*
Publisher	Imagic
Release date	1983
Genre	Shooter
Mode	1 Player

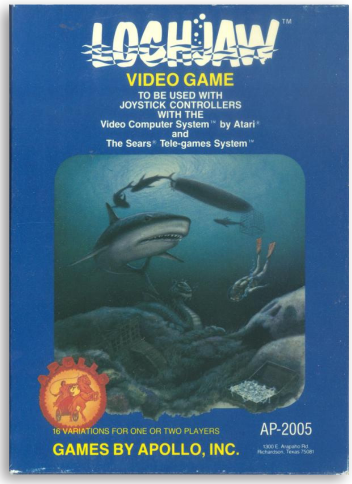
Laser Gates is a side scrolling shooter. Failsafe detonators inside the cryptic computer have malfunctioned, and the players job is to pilot a spaceship to destroy them before they explode. The narrow passage they'll need to fly through is well guarded: deadly force fields appear and disappear, rocket launchers attack, and deadly byte bats will get in their way. The ship has a limited shield; each time it get hit by one of these enemies, the shield loses energy.


Score:
Energy
Shields
D-TIME


Score: 915
Energy
Shields
D-TIME

Lochjaw

5.6

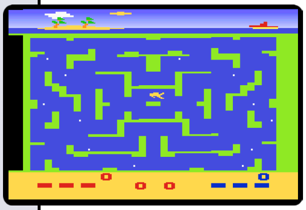

LOCHJAW
VIDEO GAME
TO BE USED WITH JOYSTICK CONTROLLERS WITH THE Video Computer System by Atari and The Sears Tele-games System
16 VARIATIONS FOR ONE OR TWO PLAYERS
AP-2005
GAMES BY APOLLO, INC.

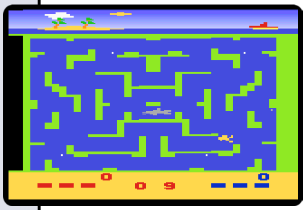
Rarity: 9
Shark Attack: 3
Shark Attack Blue: 4

Developer	Apollo *(Steve Stringfellow)*
Publisher	Apollo
Release date	1981
Genre	Maze
Mode	1-2 Players

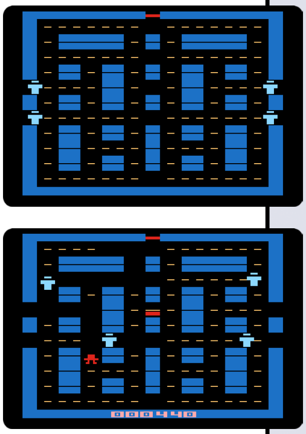
Players take the role as a diver in an underwater maze. Throughout the maze are valuable diamonds, and the goal is to retrieve as many as they can, while avoiding the shark.

This game was later released as Shark Attack. The name was changed due to a lawsuit over the name's similarity to the movie "Jaws". There are some subtle differences between this and Shark Attack.





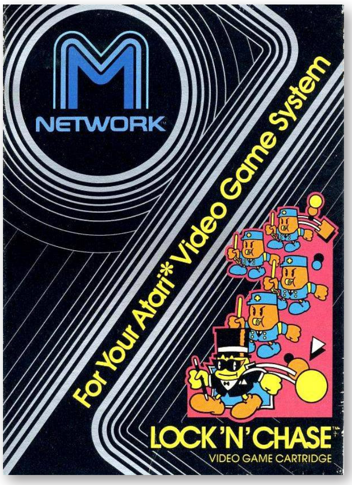
6.6



Lock 'N' Chase

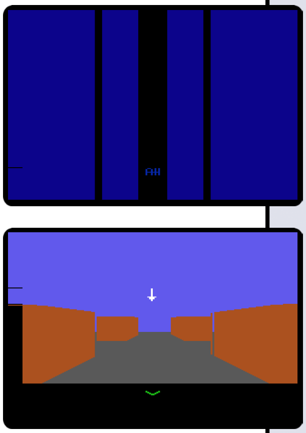
Developer	M Network *(Bruce Pedersen)*
Publisher	M Network, INTV, Telegames
Release date	1982
Genre	Maze
Mode	1-2 Players

The game's main character is a thief. The object of the game is to enter a maze and collect all the coins and, if possible, any other treasure that may appear. The thief must then exit the maze (a vault) without being apprehended by the Super D (policemen). The thief can close doorways within the maze in order to temporarily trap the Super D and allow him to keep his distance from them. Only two doors can be closed at a time.


M NETWORK
For Your Atari* Video Game System
LOCK'N'CHASE
VIDEO GAME CARTRIDGE

Rarity: 3
Black Label: 2

6.2

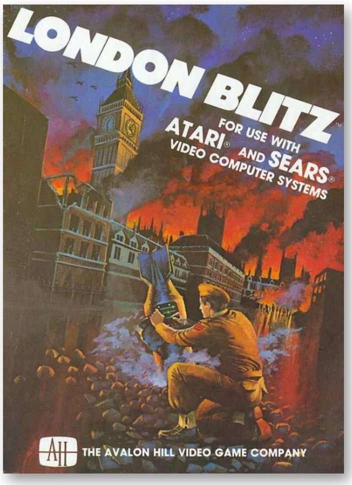


London Blitz

Developer	Avalon Hill *(William J. Sheppard)*
Publisher	Avalon Hill
Release date	1983
Genre	Strategy
Mode	1 Player

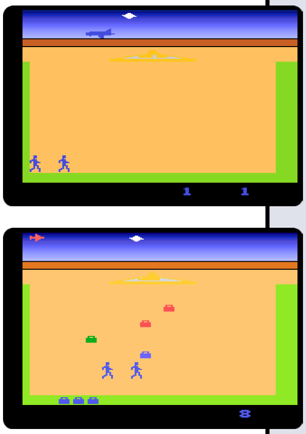
The game is set during WWII. German bombers has turned daily existence in London into a nightmare. Most bombs exploded on impact, yet some would sit inactive for hours, days, or weeks before detonating. It is up to the Royal Engineers to find and defuse these bombs before they explode. As a lance corporal in the Royal Engineers, it is the player's job to defuse these bombs.

"mobygames.com"


LONDON BLITZ
FOR USE WITH ATARI AND SEARS VIDEO COMPUTER SYSTEMS
THE AVALON HILL VIDEO GAME COMPANY

Rarity: 5

8.0

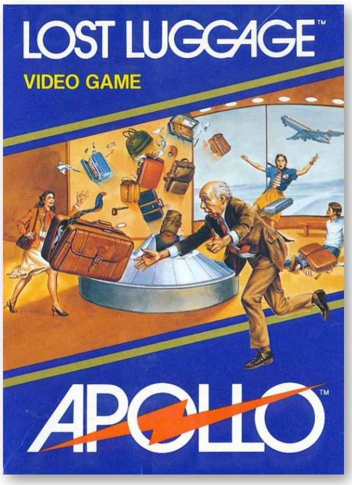


Lost Luggage

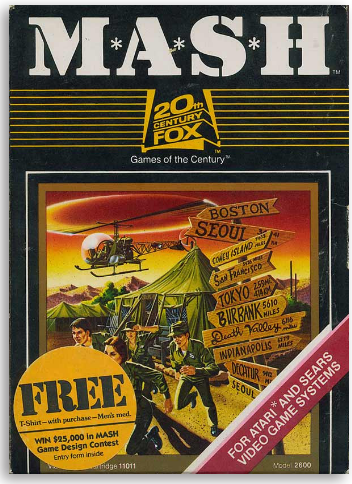
Developer	Apollo *(P: Ed Salvo, Ernie Runyon, S: Larry Minor)*
Publisher	Apollo
Release date	1982
Genre	Action
Mode	1-2 Players

Lost Luggage is a action game by Apollo. The player controls skycaps working at an airport and tries to collect pieces of luggage that fall overhead from a frantic luggage carousel.

Programmer Ed Salvo was inspired to make Lost Luggage when he was waiting for his luggage at the Dallas/Fort Worth International Airport.


LOST LUGGAGE
VIDEO GAME
APOLLO

Rarity: 4


M*A*S*H
20th Century Fox
Games of the Century
BOSTON
SEOUL
CONEY ISLAND
SAN FRANCISCO
TOKYO
BURBANK
Death Valley
INDIANAPOLIS
DECATUR
FREE
T-Shirt—with purchase—Men's med.
WIN $25,000 in MASH Game Design Contest
Entry form inside
FOR ATARI® AND SEARS VIDEO GAME SYSTEMS
Cartridge 11011
Model 2600

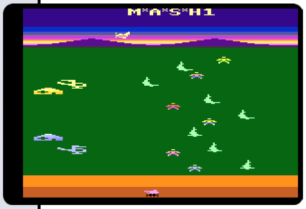
Rarity: 3

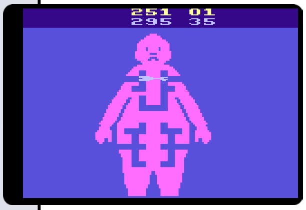
M*A*S*H

Developer	20th Century Fox *(Frank Cohen, Doug Neubauer)*
Publisher	20th Century Fox
Release date	1982
Genre	Action
Mode	1 Player

In this game, based on the successful television show, players take the the role of "Hawkeye Pierce," a surgeon stationed at the Mobile Army Surgical Hospital #4077 during the Korean War. There are two main stages in the game. The first mission involves rescuing injured soldiers from the battlefield with a helicopter. The second mission takes place in the operating room while players are required to carefully remove bullets and shrapnel from wounded soldiers.

5.8

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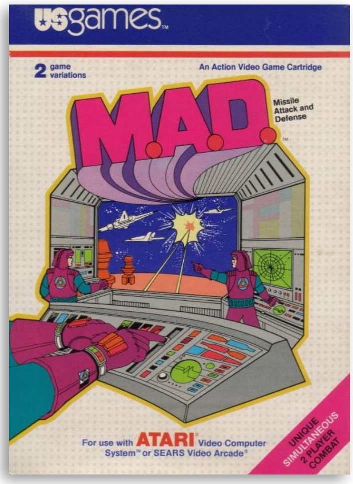

usgames.
2 game variations
An Action Video Game Cartridge
M.A.D.
Missile Attack and Defense
For use with ATARI Video Computer System™ or SEARS Video Arcade®
UNIQUE SIMULTANEOUS 2 PLAYER COMBAT

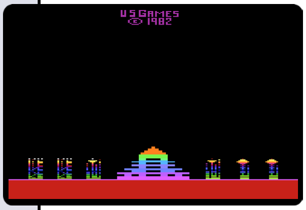
Rarity: 4

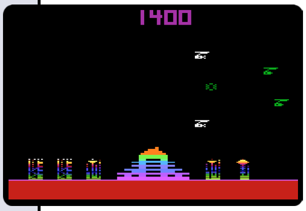
M.A.D.

Developer	US Games
Publisher	US Games
Release date	1982
Genre	Action
Mode	1-2 Players

M.A.D. (Missile Attack and Defense) is an arcade action game somewhat similar to Missile Command. Players control a photon cannon at the bottom of the screen, and the goal is to protect six energy stations located to the left and right. Waves of rockets and other ships will fly by on the screen, and occasionally one will drop in an attempt to destroy one of the stations. Players need to shoot it before the energy station is destroyed.

5.0


US GAMES
© 1982



Answer Software
Corporation
PRESENTS A VIDEO GAME
FOR THE ATARI 2600 SYSTEM
ENDLESS SEARCH
ASC 1001
MALAGAI
(FOR ONE OR TWO PLAYERS)
Help Commander Harrington Crag of the starship "Endless Search" escape the hot pursuit of the MALAGAI. A game that offers different playing speeds and strategy levels that is sure to challenge your mind and skills. Get ready to enjoy the action! This is the first of ANSWER SOFTWARE's new and exciting series of video game cartridges designed specifically for user programmability.
Copyright (c) 1983 Answer Software Corporation
All Rights Reserved

Rarity: 9

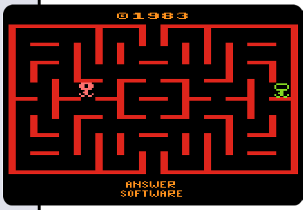
Malagai

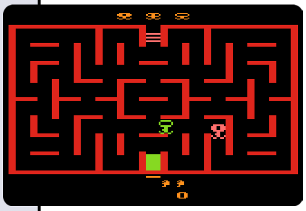
Developer	Answer Software
Publisher	Answer Software
Release date	1983
Genre	Maze
Mode	1-2 Players

Players are Commander Harrington "Harry" Crag of the starship "Endless Search". He is put into a Malagai base for repairs but now the Malagai are holding him ransom. They want his advanced technology.

There are three airlock doors per starbase. Harry must get the correct key for each door. Each is held by one of three Malagai. The order of which Malagai is holding which key is shown by the pictures above the starbase.

6.0


©1983
ANSWER SOFTWARE



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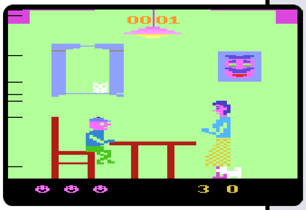
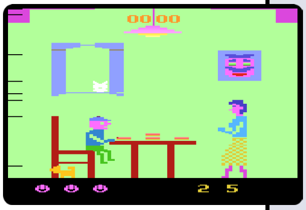


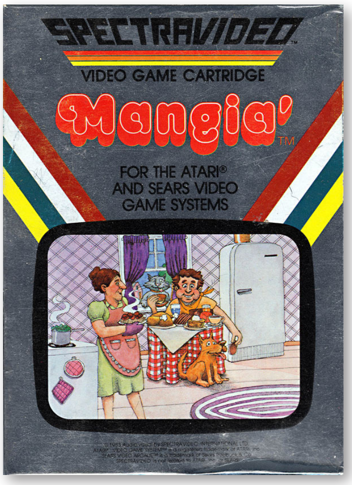


Mangia

Developer	Spectravision
Publisher	Spectravision
Release date	1983
Genre	Action
Mode	1 Player

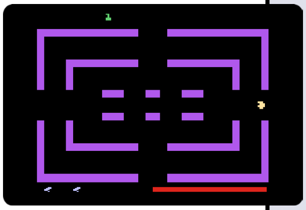
Mangia's gameplay has been described as "bizarre." The player gets to control a young boy, who must eat plates of pasta placed in front of him by his mother, who will keep feeding him until his stomach explodes on-screen.

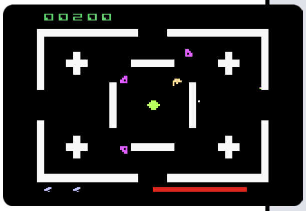
The North American version is one of the rarest games for the 2600.


SPECTRAVIDEO
VIDEO GAME CARTRIDGE
Mangia'
FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

Rarity: 10

6.3

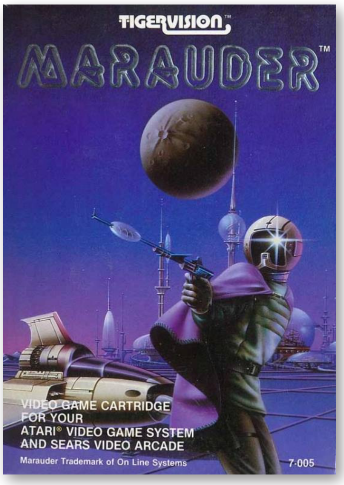




Marauder

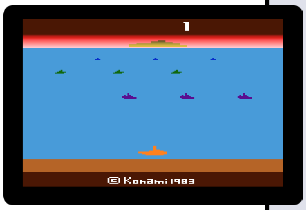
Developer	Sierra On-Line *(Rorke Weigandt)*
Publisher	Tigervision
Release date	1982
Genre	Shooter
Mode	1 Player

Players has landed on an alien planet and penetrated the enemy base defended by armed attack robots. The mission is to find their way to the heart of the base and to destroy the power center of the enemy's weapon system. Players start on the right side of a room, randomly selected. They must make their way though various rooms, killing or avoiding the four robots as they go. They need to find the power center and shoot it to clear that level.


TIGERVISION
MARAUDER™
VIDEO GAME CARTRIDGE
FOR YOUR
ATARI® VIDEO GAME SYSTEM
AND SEARS VIDEO ARCADE
Marauder Trademark of On Line Systems
7-005

Rarity: 6

6.2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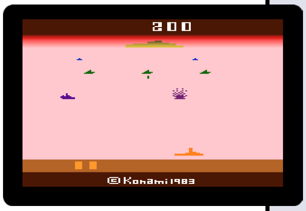
©Konami1983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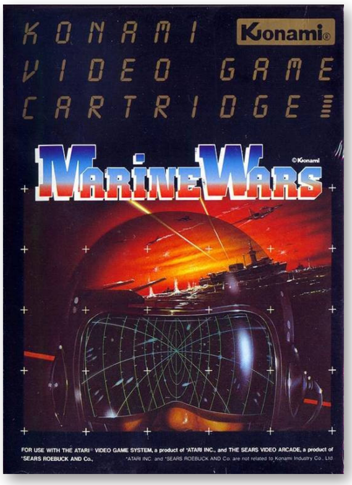
©Konami1983

Marine Wars

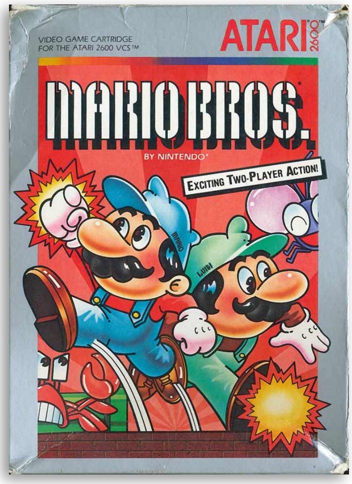
Developer	Konami
Publisher	Konami
Release date	1983
Genre	Action
Mode	1-2 Players

Players is a battleship firing shells at attacking battleships and/or attacking bomber planes. The game has four scenes: fighting ships at day, fighting ships by night, fighting planes and ships by day, fighting planes and ships by night. Players move left or right and press the button to fire. In the night scenes, they cannot see the ships or planes in the distance unless something explodes.

"mobygames.com"


KONAMI
VIDEO GAME
CARTRIDGE
Konami
Marine Wars

Rarity: 5


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
MARIO BROS.
BY NINTENDO
EXCITING TWO-PLAYER ACTION!

Rarity: 4

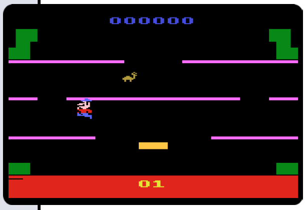
Mario Bros.

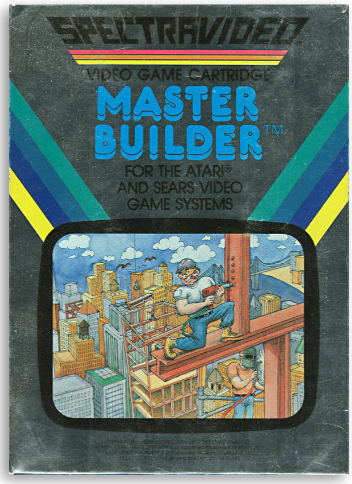
Developer	Atari *(Dan Hitchens)*
Publisher	Atari
Release date	1983
Genre	Platformer
Mode	1-2 Players

Mario Bros. features two plumbers, Mario and Luigi, having to investigate the sewers of New York after strange creatures have been appearing down there. The objective of the game is to defeat all of the enemies in each phase. The mechanics of Mario Bros. involve only running and jumping. Unlike future Mario games, players cannot jump on enemies and squash them, unless they were already turned on their back.

7.1

MARIO BROS.
© Nintendo
1
©1983 ATARI




SPECTRAVIDEO
VIDEO GAME CARTRIDGE
MASTER BUILDER™
FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

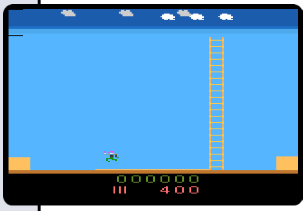
Rarity: 8

Master Builder

Developer	Spectravision
Publisher	Spectravision
Release date	1983
Genre	Action, Puzzle
Mode	1 Player

Players are shown what they are to build for 5 seconds. To get the bricks, they must go to either side of the screen and press in that direction. To lay a brick, press fire then down. When Spectradog comes on the screen, they must jump over him by pushing the joystick to the upper right or upper left or he will make them lose one life. As the building gets higher, the kid will steal the ladder. When the brat appears on the screen, they must get off the ladder or they will fall and lose one life.

7.7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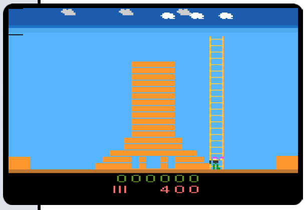
III 400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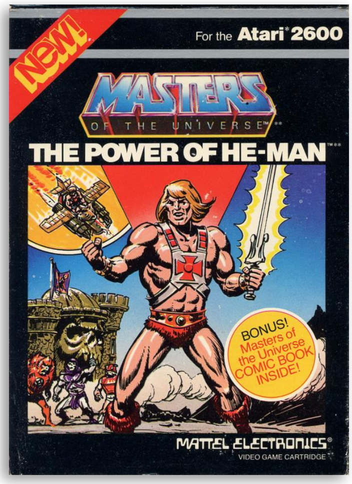
III 400


New!
For the Atari® 2600
MASTERS OF THE UNIVERSE
THE POWER OF HE-MAN
BONUS! Masters of the Universe COMIC BOOK INSIDE!
MATTEL ELECTRONICS®
VIDEO GAME CARTRIDGE

Rarity: 4

Masters of the Universe:
The Power of He-Man

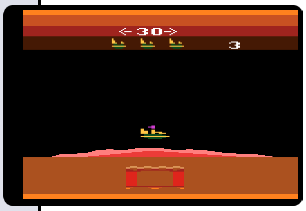
Developer	M-Network *(Jossef Wagner, Mike Sanders)*
Publisher	M-Network
Release date	1983
Genre	Platformer
Mode	1 Player

In this game, based on the cartoon show, players control He-Man as he battles Skeletor in two different types of arcade action scenes. In the first part of the game, He-Man controls the Wind Raider flying towards Castle Grayskull. The second part of the game takes place on foot. When the He-Man lands near the castle, he needs to pursue Skeletor.

"mobygames.com"

4.4

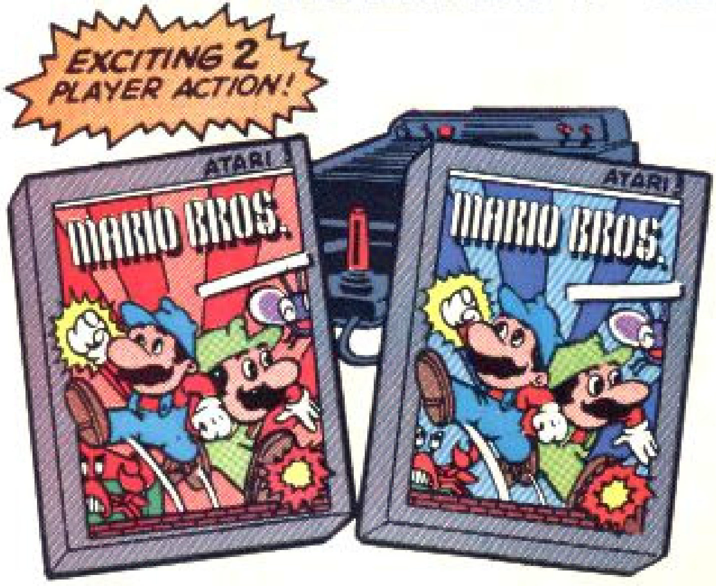
M
NETWORK PRESENTS
MASTERS OF THE UNIVERSE

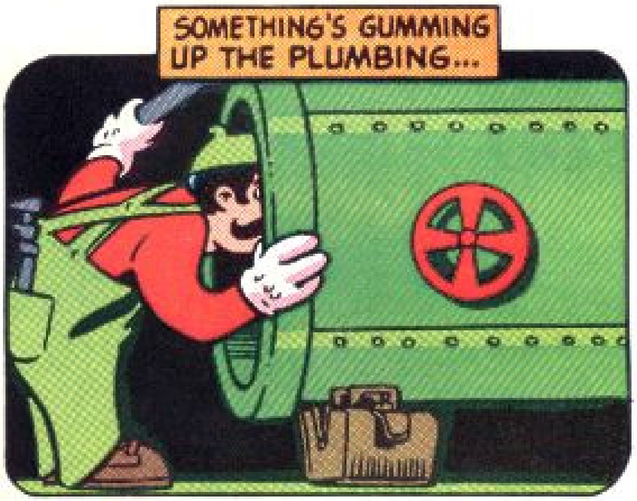


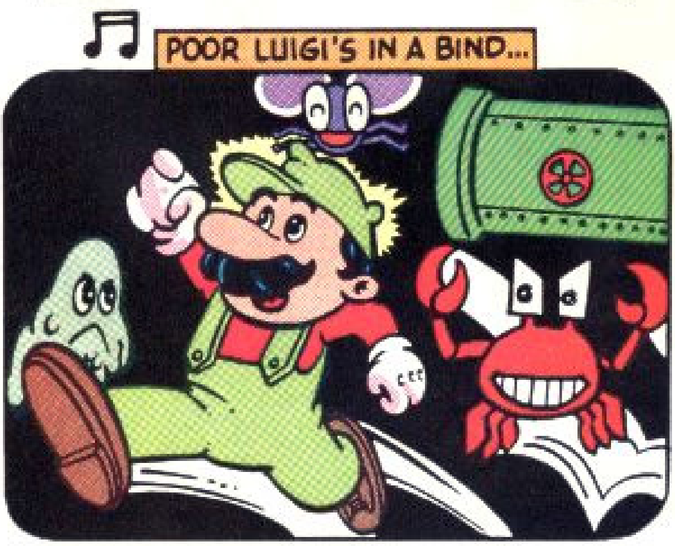
ATARI®
PRESENTS

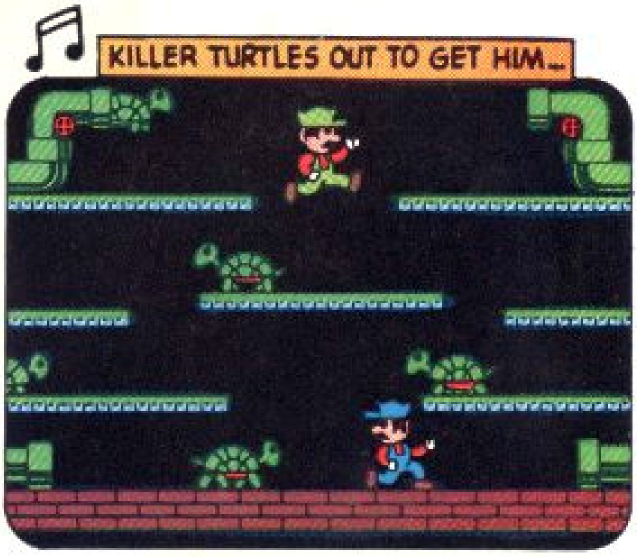
MARIO BROS.*

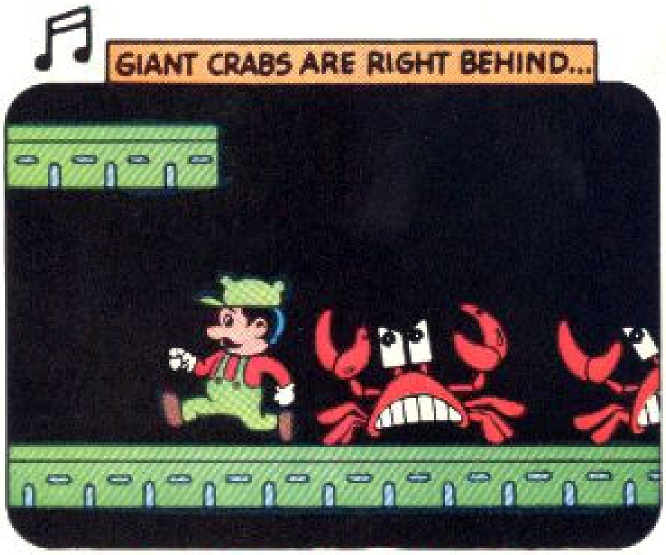
Another smash arcade hit brought home only by Atari for use with the ATARI® 2600™ Game, Sears Video Arcade† systems and versions exclusively for the ATARI 5200™ Super System.

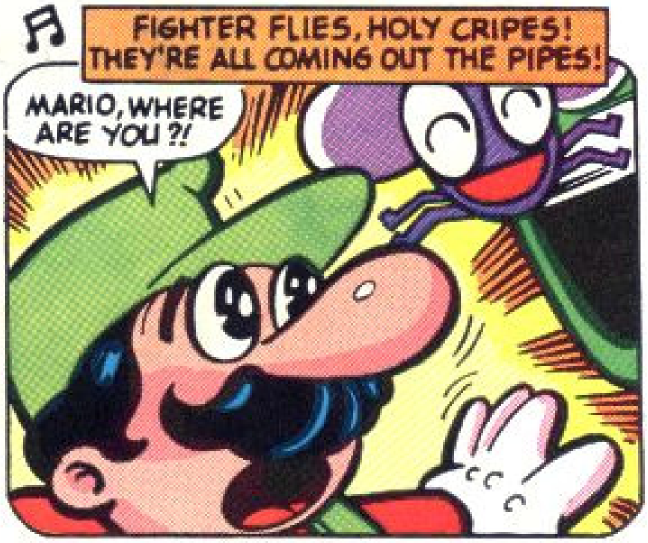

EXCITING 2 PLAYER ACTION!
ATARI
MARIO BROS.
ATARI
MARIO BROS.


SOMETHING'S GUMMING UP THE PLUMBING...


POOR LUIGI'S IN A BIND...


KILLER TURTLES OUT TO GET HIM...


GIANT CRABS ARE RIGHT BEHIND...

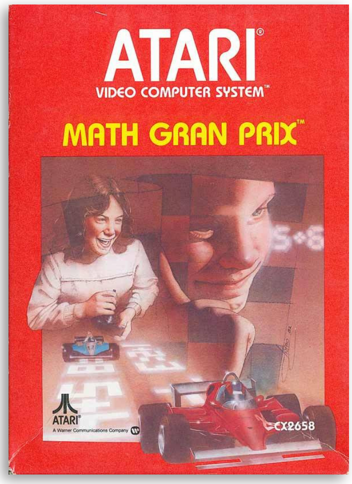

FIGHTER FLIES, HOLY CRIPES! THEY'RE ALL COMING OUT THE PIPES!
MARIO, WHERE ARE YOU ?!

MARIO BROS.*

ATARI®
A Warner Communications Company

*Mario Brothers by Nintendo Trade Marks and © Nintendo 1983.

†Trademark of Sears, Roebuck and Co.


ATARI
VIDEO COMPUTER SYSTEM™
MATH GRAN PRIX™
CX2658

Rarity: 3
Sears: 4

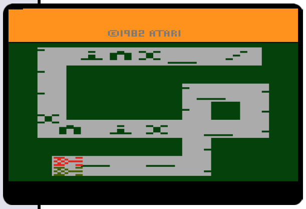
Math Gran Prix

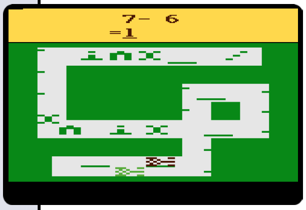
5.0

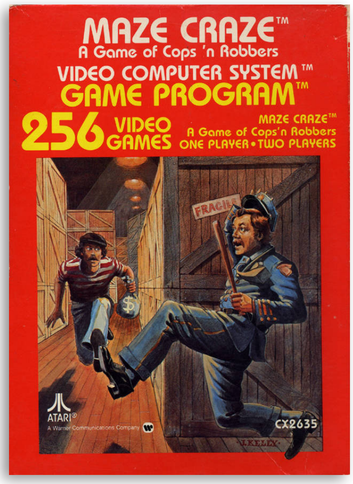
Developer	Atari *(Suki Lee)*
Publisher	Atari
Release date	1982
Genre	Edutainment
Mode	1-2 Players

This game is a math race. The fuel, correctly answer math questions. Thw car, a carefully tuned racing car that can move 2 to 3 spaces depending on how hard the math problem is. The track contains many triggers that can give extra spaces, extra turns, and even keep the car on the track. There are areas in the track where a car coming from behind can knock players off, to get back answer a math problem correctly.

"mobygames.com"






MAZE CRAZE™
A Game of Cops 'n Robbers
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
256 VIDEO GAMES
MAZE CRAZE™
A Game of Cops'n Robbers
ONE PLAYER • TWO PLAYERS
ATARI
CX2635

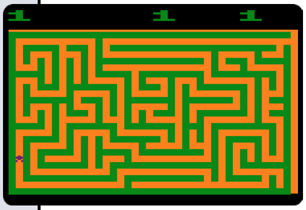
Rarity: 2

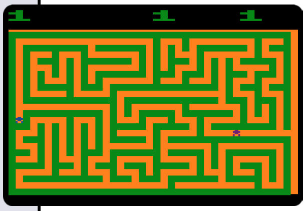
Maze Craze

7.2

Developer	Atari *(Rick Maurer)*
Publisher	Atari
Release date	Maze
Genre	1978
Mode	1-2 Players

In Maze Craze, the goal is to be the first of two players to make it out of a maze. Each player controls a cop that starts on the left, and the first player to make it out the exit on the right wins. The game also includes of variety of options. The maze can be completely visible, completely invisible, or have just a few parts invisible. With invisible mazes players can optionally have the computer provide a sneak peak at the complete maze periodically.





MEGA FORCE™
20th CENTURY FOX
Games of the Century™
DEEDS NOT WORDS
FOR ATARI AND SEARS VIDEO GAME SYSTEMS
Video Game Cartridge 11005

Rarity: 2

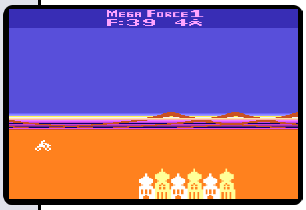
Mega Force

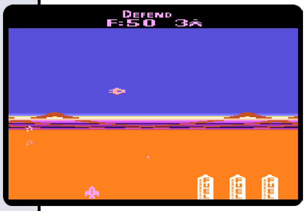
5.6

Developer	20th Century Fox *(Doug Neubauer)*
Publisher	20th Century Fox
Release date	1982
Genre	Shooter
Mode	1 Player

Players is a member of MegaForce and have been sent to the city of Sardoun. Sardoun is under attack and they must defend it. They are armed with the Moto-Fighter, a sort of armed motorcycle with flight ability.

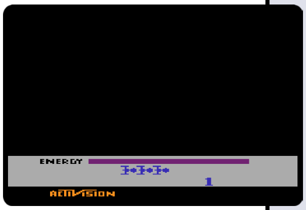
The object is to destroy enemy fighters, destroy or avoid ground-launched rockets, destroy fuel depots and destroy the enemy headquarters. Any enemy fighters that get past players will head to Sardoun and bomb a building.

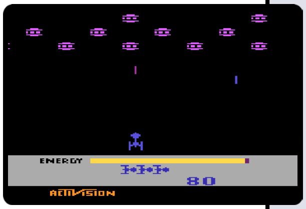

MEGA FORCE 1
F:39 4


DEFEND
F:50 3

Megamania

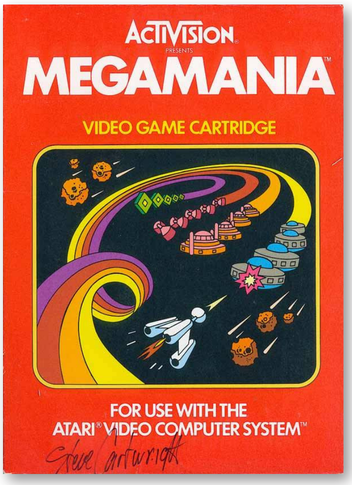
7.4


ENERGY
1
ACTIVISION


ENERGY
80
ACTIVISION

Developer	Activision *(Steve Cartwright)*
Publisher	Activision
Release date	1982
Genre	Shooter
Mode	1-2 Players

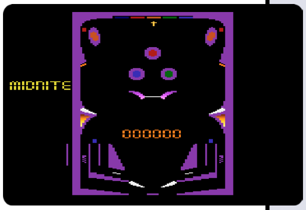
Megamania gameplay resembles that of Astro Blaster, but ather than being aliens or spaceships the enemies in are various objects such as hamburgers, bow ties, and steam irons. The object is to shoot them down before the energy bar at the bottom of screen is depleted, all while avoiding the oncoming enemies and their own projectile attacks. Each of the enemies fly in select patterns and as soon as they hit the bottom of the screen, they re-appear at the top until shot by the player.


ACTIVISION
PRESENTS
MEGAMANIA
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM

Rarity: 2
Blue Label: 5

Midnight Magic

6.3


MIDNITE
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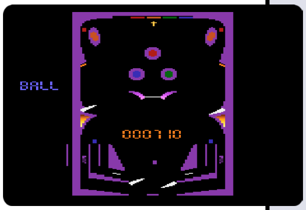
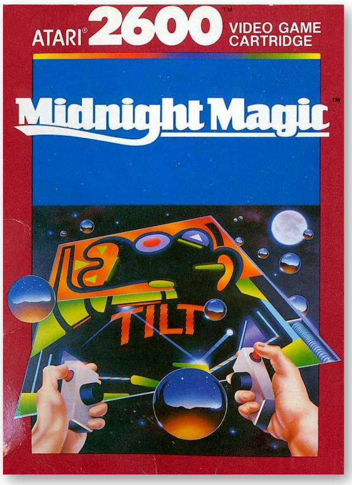

BALL
0007 10

Developer	Atari *(Glenn Axworthy)*
Publisher	Atari
Release date	1986
Genre	Pinball
Mode	1-2 Players

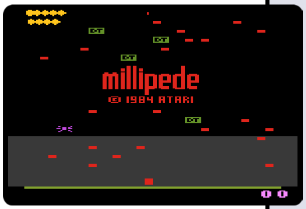
Midnight Magic, programmed by Glenn Axworthy, suffered from a delay. This is most likely due to the video game crash of 1983. As Atari's second attempt at a video game simulation of pinball, the game features more realistic ball physics and graphics than the older Video Pinball. The game was the first home video game pinball simulation to feature four flippers instead of two (two sets of two).

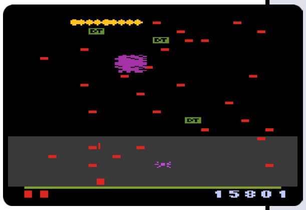

ATARI 2600
VIDEO GAME CARTRIDGE
Midnight Magic
TILT

Rarity: 3

Millipede

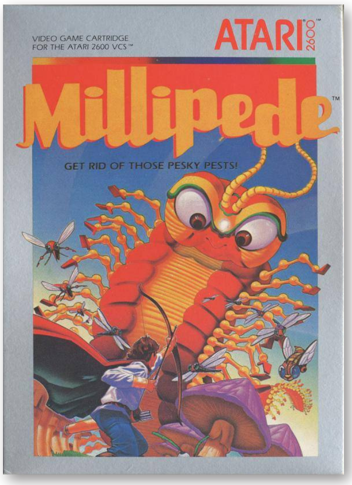
7.2


millipede
© 1984 ATARI
00

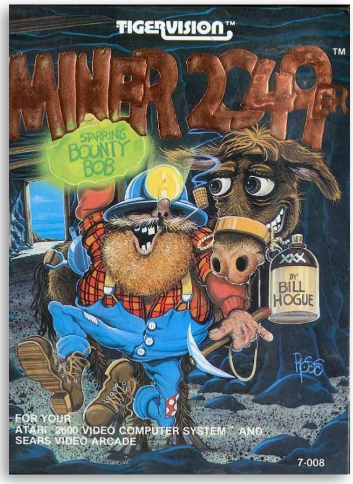


Developer	Atari *(Dave Staugas)*
Publisher	Atari
Release date	1984
Genre	Shooter
Mode	1 Player

Millipede is the sequel to the arcade hit, Centipede. Similar to Centipede, the object of the game is to destroy a millipede that advances downward from the top of the screen. The millipede travels horizontally until it either hits an obstacle or reaches the edge of the screen, after which it drops one row and reverses direction. Once it enters the player's gray maneuvering area, it stays there and extra heads appear at intervals until both they and the millipede are destroyed.


VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS
ATARI 2600
Millipede
GET RID OF THOSE PESKY PESTS!

Rarity: 3


TIGERVISION
MINER 2049er
STARRING BOUNTY BOB
BY BILL HOGUE
FOR YOUR ATARI 2600 VIDEO COMPUTER SYSTEM AND SEARS VIDEO ARCADE
7-008

Rarity: 5

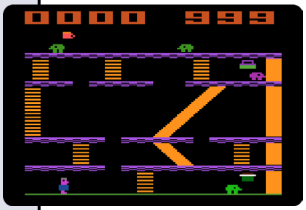
Miner 2049er

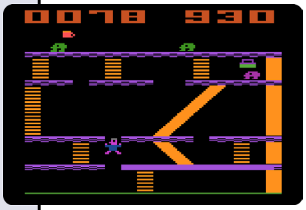
Developer	Tigervision *(Bill Hogue)*
Publisher	Tigervision
Release date	1983
Genre	Platformer
Mode	1 Player

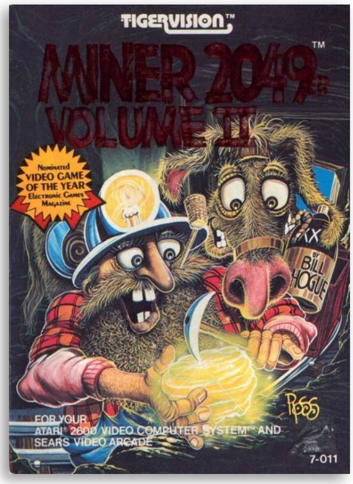
Miner 2049er is a platform game originally created by Bill Hogue for the Atari 8-bit family. It was widely ported to other systems.

As Bounty Bob, the player's goal is to inspect every section of each mine in search of the evil Yukon Yohan while avoiding the various radioactive creatures that inhabit the mine. As Bounty Bob walks over a section of flooring, it fills with color. To complete the level, every section of flooring must be colored.

6.3






TIGERVISION
MINER 2049er VOLUME II
Nominated VIDEO GAME OF THE YEAR Electronic Games Magazine
BILL HOGUE
FOR YOUR ATARI 2600 VIDEO COMPUTER SYSTEM AND SEARS VIDEO ARCADE
7-011

Rarity: 7

Miner 2049er II

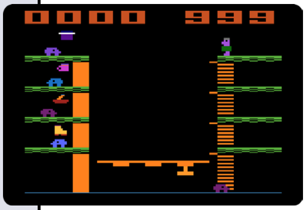
Developer	Tigervision *(Bill Hogue)*
Publisher	Tigervision
Release date	1982
Genre	Platformer
Mode	1 Player

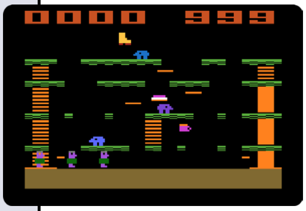
Bounty Bob has tracked Yukon Yohan into Nuclear Ned's uranium mine. Bob must 'claim' each section of each part of the mine...but cannot take too long in each area, or the radiation will kill him.

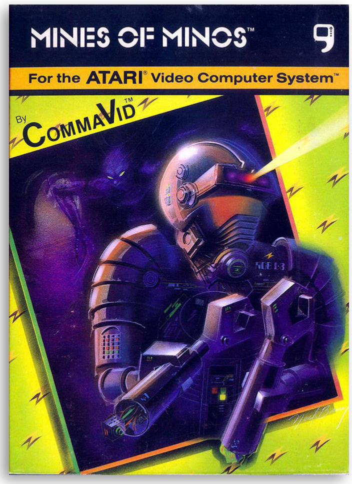
Taking the role of Bob, players must traverse through different types of areas inside the nuclear mine. Like in the first game, Bob must walk on each part of the screen to 'claim' it.

"mobygames.com"

6.6






MINES OF MINOS
9
For the ATARI Video Computer System
By COMMAVID

Rarity: 6

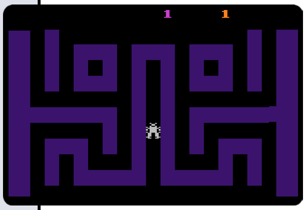
Mines of Minos

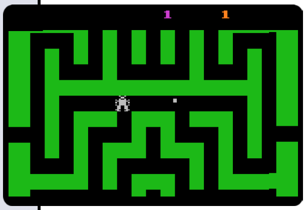
Developer	CommaVid *(Irwin Gaines)*
Publisher	CommaVid
Release date	1983
Genre	Action
Mode	1 Player

Players take the role as the last mining robot on the Minos mine. Monsters have destroyed all it`s comrades.

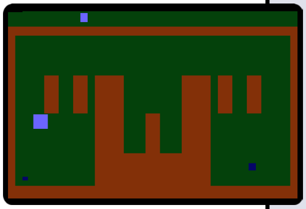
As the last robot, players must traverse the mine's various levels, gathering spare parts to make more robots (extra lives). They must either avoid the monsters or blow them up with a bomb. After a few seconds, if the monster hasn't hit the bomb, it will explode harmlessly. If a monster is killed, it will regenerate somewhere in the maze.

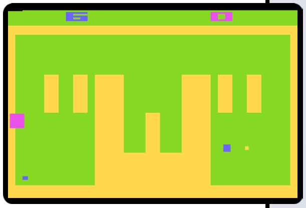
5.3





5.9

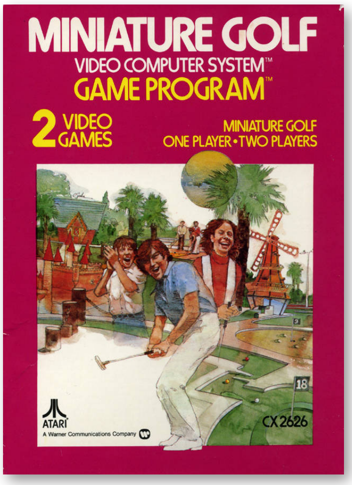




Miniature Golf

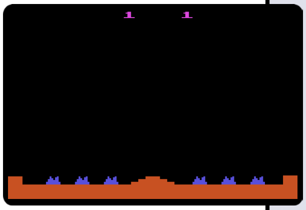
Developer	Atari
Publisher	Atari
Release date	1979
Genre	Sports
Mode	1-2 Players

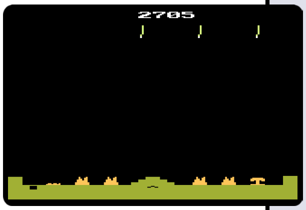
Rather than a full 18 holes, this miniature golf variation has a nine-hole half-course. The goal is clear: taking the various obstacles into account, hit the ball through the course and complete each hole by knocking the ball into the cup. The number of attempts players make for a single hole is tallied as strokes. While total strokes are unlimited, each hole still has a specific par assigned to it. So ideally, players should make it their goal to not exceed the par assigned to each hole.


MINIATURE GOLF
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
2 VIDEO GAMES
MINIATURE GOLF
ONE PLAYER • TWO PLAYERS
ATARI
A Warner Communications Company
CX2626

Rarity: 3

7.3





Missile Command

Developer	Atari *(Rob Fulop)*
Publisher	Atari
Release date	1981
Genre	Shooter
Mode	1-2 Players

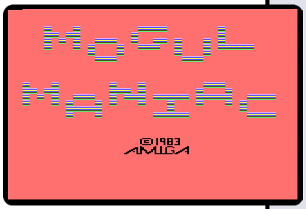
The player's six cities are being attacked by an endless hail of ballistic missiles, some of them even splitting like multiple independently targetable reentry vehicles. As a regional commander of three anti-missile batteries, the player must defend six cities in their zone from being destroyed.

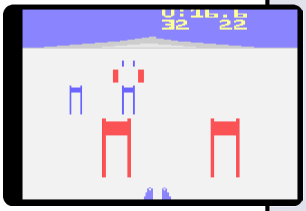
Missile Command is considered one of the great classic video games from the Golden Age of Arcade Games.

MISSILE COMMAND™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
34 VIDEO GAMES
INTERPLANETARY BALLISTIC MISSILES • ANTIBALLISTIC MISSILES
ATARI
CX2638
A Warner Communications Company
SPECIAL FEATURE

Rarity: 1
Sears Text Label: 2
Sears Picture Label: 5

3.3


MOGUL
MANIAC
©1983
AMIGA



Mogul Maniac

Developer	VideoSoft
Publisher	Amiga
Release date	1983
Genre	Sports
Mode	1 Player

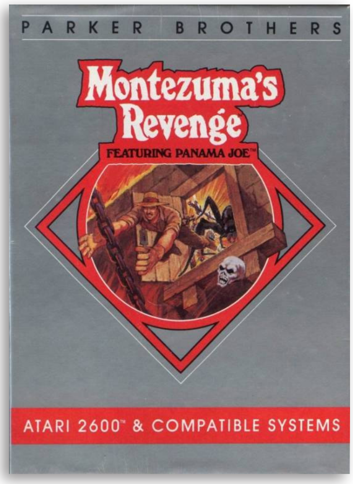
Mogul Maniac is a 1st-person perspective skiing game where the objective is to get through the open and and closed gates as quickly as possible. The gates consists of 2 poles of the same color: either red or blue of which the objective is to ski between those poles.

The game was sold with the Joyboard Power Body Control.

"Mobygames.com"

THE JOYBOARD
POWER BODY CONTROL
Amazing New Technology! Your whole body plays! You are "in" the game!
Also included! Mogul Maniac Ski Game

Rarity: 4


PARKER BROTHERS
Montezuma's Revenge
FEATURING PANAMA JOE™
ATARI 2600™ & COMPATIBLE SYSTEMS

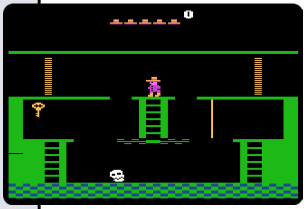
Rarity: 5

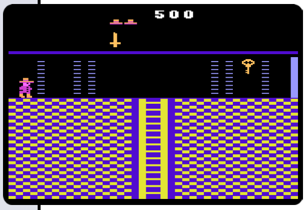
Montezuma's Revenge

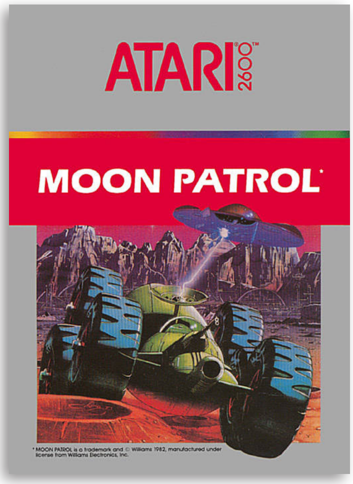
Developer	Wickstead Design *(Robert Jaeger)*
Publisher	Parker Brothers
Release date	1984
Genre	Platformer
Mode	1 Player

Montezuma's Revenge was designed and programmed by Robert Jaeger. In 1983, Jaeger's friend Mark Sunshine suggested Jaeger make a game with a Meso-American theme and call it Montezuma's Revenge. Jaeger, who was only 16 at the time, exhibited the still-unfinished game with his father at a consumer electronics convention. Parker Brothers officials expressed interest and quickly convinced Jaeger to sign the rights over to them.

6.9






ATARI 2600™
MOON PATROL

Rarity: 2

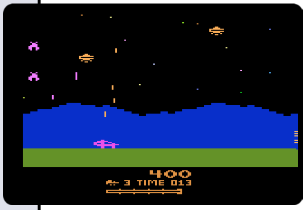
Moon Patrol

Developer	Atari *(Mark Ackerman, Noellie Alito)*
Publisher	Atari
Release date	1983
Genre	Shooter
Mode	1-2 Players

The player takes the role of a Luna City police officer assigned to Sector Nine, the home of the "toughest thugs in the galaxy". The player controls a moon buggy that travels over the moon's surface, viewing it from the side as it moves towards the right side of the screen. While driving it, obstacles such as craters and mines must be avoided, and various enemies such as UFOs from above and tanks on the ground must be shot down.

7.3

MOON
PATROL
©1983 ATARI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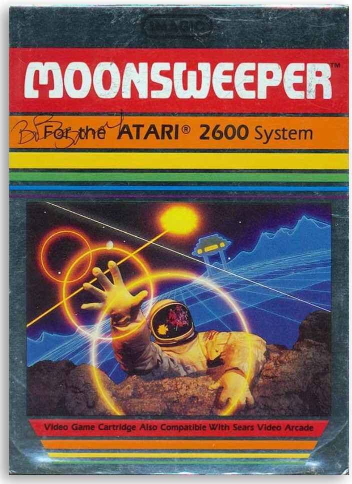

IMAGIC
MOONSWEEPER™
For the ATARI® 2600 System
Video Game Cartridge Also Compatible With Sears Video Arcade

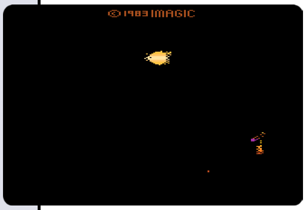
Rarity: 4

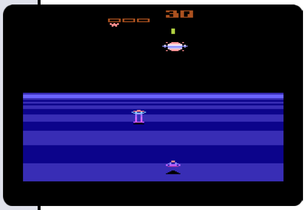
Moonsweeper

Developer	Imagic *(Bob Smith)*
Publisher	Imagic
Release date	1983
Genre	Action
Mode	1 Player

In Moonsweeper the goal is to rescue miners from the moons in Star Quadrant Jupiter. Players begin their mission in space where they must avoid deadly aurora flares, photon torches and space bullets from the sun in this quadrant. From time to time they will see a moon pass by, and by flying near it they can descend to the surface. As they sweep along the surface, they will see stranded miners which need to be rescued by flying over them.

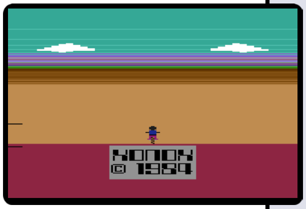
6.7

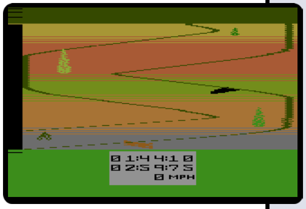

©1983 IMAGIC



6.5

Motocross Racer




01:44:10
02:59:75
0 MPH

Developer	Xonox *(Anthony R. Henderson)*
Publisher	Xonox
Release date	1984
Genre	Racing
Mode	1 Player

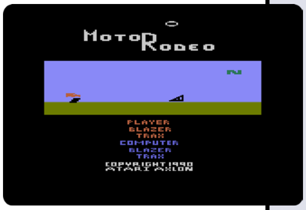
Motocross Racer is a bike racing game where players need to race through three different scenes in the shortest amount of time possible. Each scene takes place in a different location with a different perspective. First players will race through the desert with a 3-D behind the bike point of view. Next they'll race a winding path uphill through the woods. The final segment of the race takes place on the beach with a side scrolling point of view.

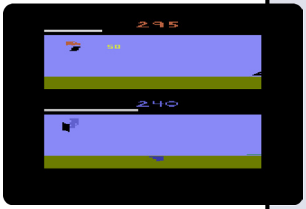
XONOX
MOTOCROSS RACER
PLAYS ON • ATARI 2600 • VCS
Motorcycle racing in three events. Qualify in Desert Scramble, Hill Climb and Beach Sprint. Race against time and avoid obstacles in this fast paced game. Use with Joystick Controllers.

Rarity: 7

7.2

MotoRodeo

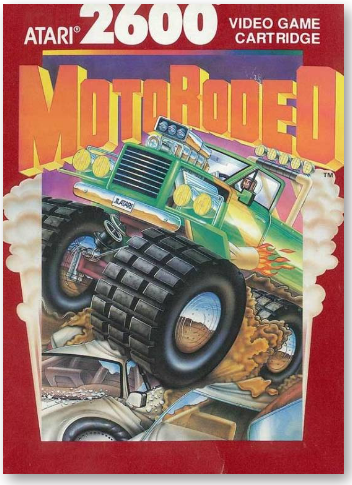

MOTORODEO
PLAYER
BLAZER
TRAX
COMPUTER
BLAZER
TRAX
COPYRIGHT 1990
ATARI AXLON



Developer	Axlon *(Steve DeFrisco)*
Publisher	Atari
Release date	1990
Genre	Racing
Mode	1-2 Players

This is a monster truck race that features true split screen action on an Atari 2600. Players press the joystick button to accelerate. Move the joystick down to do a wheelie when on the ground. Move the joystick left and right when in the air to control your spin. Move the joystick left and right quickly to escape mud bogs. Press the joystick button and push forward to use a nitro burst if they collected them.

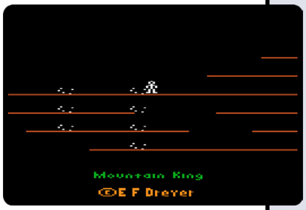
"mobygames.com"

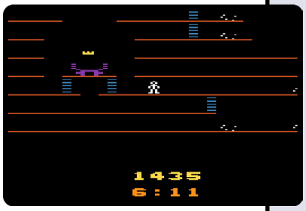

ATARI 2600
VIDEO GAME CARTRIDGE
MOTORODEO

Rarity: 5

7.4

Mountain King

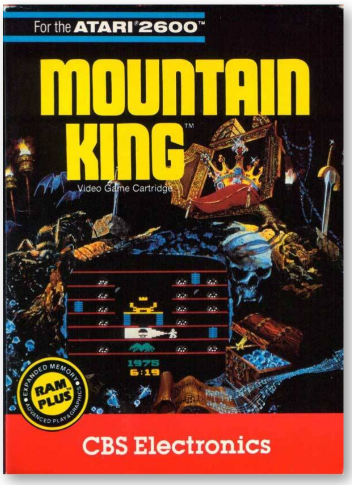

Mountain King
©E F Dreyer



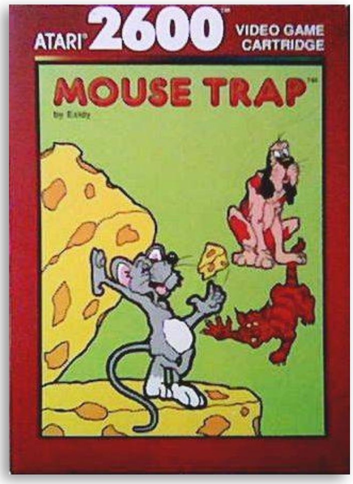
Developer	VSS, Inc. *(D: E. F. Dreyer, P: Ed Salvo)*
Publisher	CBS Electronics
Release date	1983
Genre	Platformer
Mode	1 Player

The player takes the role of an explorer searching a diamond mine and the temple of an ancient civilization. The object of the game is to discover and collect the Golden Crown and take it to the peak of the mountain.

The mountain environment is made up of platforms and ladders, with the Perpetual Flame located on the top of the summit. This is where the Golden Crown must be taken.


For the ATARI 2600
MOUNTAIN KING
Video Game Cartridge
RAM PLUS
CBS Electronics

Rarity: 4


ATARI 2600 VIDEO GAME CARTRIDGE
MOUSE TRAP
by Exidy

Rarity: 2
Red Label: 3

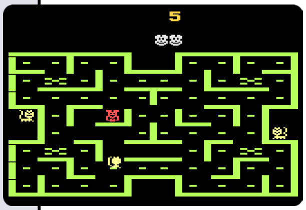
Mouse Trap

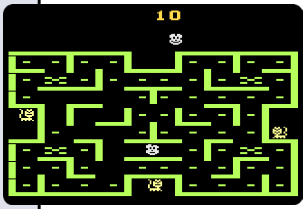
Developer	Wickstead Design *(Sylvia Day, Henry Will IV)*
Publisher	Atari, Coleco
Release date	1982
Genre	Maze
Mode	1 Player

Mouse Trap is a 1981 arcade game released by Exidy. The game design is similar to Pac-Man, replacing Pac-Man with a mouse, the dots with cheese, the ghosts with cats, and the power pills with bones. The game was ported by Coleco as a ColecoVision launch title in 1982, then later to the Intellivision and Atari 2600.

The original release was unsuccessful because arcade owners viewed it "as basically another maze game", as reported by Electronic Games in 1983.

6.3





Mr. Do!
by UNIVERSAL
VIDEO CARTRIDGE FOR USE WITH THE
ATARI® 2600 VCS
MANUFACTURED BY
COLECO

Rarity: 5

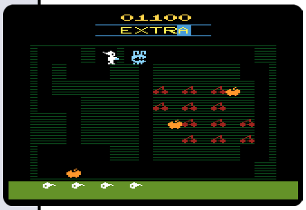
Mr. Do!

Developer	Individeo *(Ed English)*
Publisher	Coleco
Release date	1983
Genre	Maze
Mode	1 Player

Mr. Do! is an arcade game created by Universal in 1982. Similar in some ways to Namco's popular Dig Dug title, Mr. Do! was also popular and saw release on a variety of home video game consoles and systems.

The object of Mr. Do! is to score as many points as possible by digging tunnels through the ground and collecting cherries. The title character, Mr. Do, is constantly chased by red monsters resembling small dinosaurs, and the player loses a life if Mr. Do is caught.

6.5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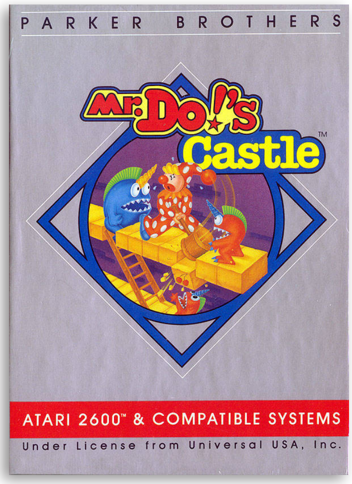

PARKER BROTHERS
Mr. Do!'s Castle
ATARI 2600™ & COMPATIBLE SYSTEMS
Under License from Universal USA, Inc.

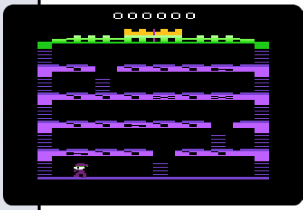
Rarity: 8

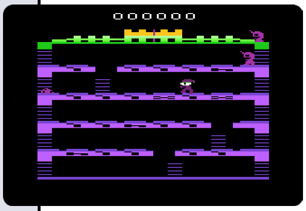
Mr. Do!'s Castle

Developer	Parker Brothers
Publisher	Parker Brothers
Release date	1984
Genre	Puzzle
Mode	1 Player

Though marketed as a sequel to the original Mr. Do! released one year earlier, the game bears a far closer resemblance to Space Panic. It is the second of the Mr. Do series of video games, although it wasn't intended to be. It began life as a game called "Knights vs. Unicorns", but the U.S. division of Universal persuaded the Japanese arm to modify the graphics into a Mr. Do! game, taking into account the first game's popularity. The Asian title of the game is Mr. Do! versus Unicorns.

5.0





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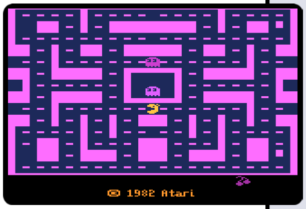
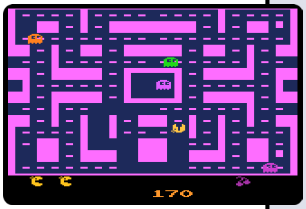
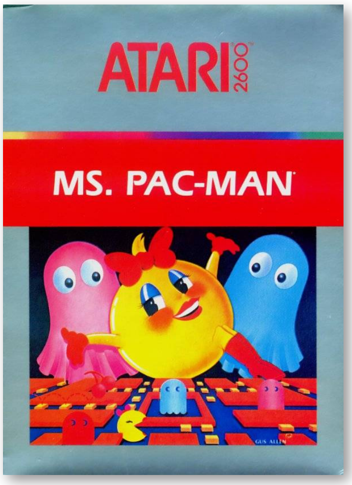




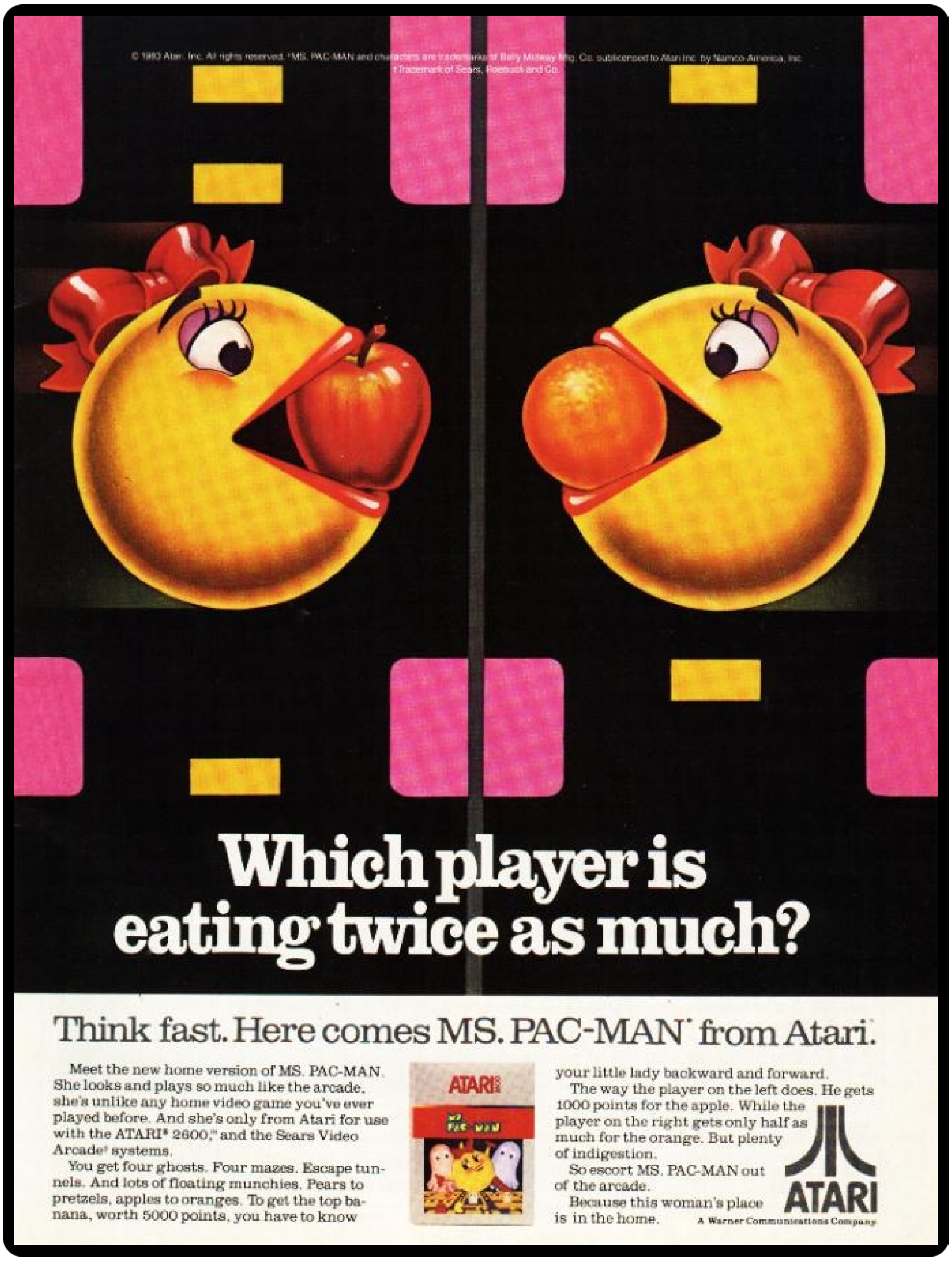
Ms. Pac-Man

Developer	Atari *(Mark Ackerman, Glenn Parker)*
Publisher	Atari
Release date	1983
Genre	Maze
Mode	1-2 Players

Ms. Pac-Man was originally conceived as an enhancement kit for Pac-Man called Crazy Otto, created by programmers employed at the General Computer Corporation (GCC). While Crazy Otto was under development, GCC settled a lawsuit with Atari over their Missile Command conversion kit Super Missile Attack. Part of the settlement terms barred GCC from selling future conversion kits without consent from the original game manufacturer.



Rarity: 2



© 1983 Atari, Inc. All rights reserved. *MS. PAC-MAN and characters are trademarks of Bally Midway Mfg. Co. sublicensed to Atari Inc. by Namco-America, Inc.
†Trademark of Sears, Roebuck and Co.

Which player is eating twice as much?

Think fast. Here comes MS. PAC-MAN* from Atari.

Meet the new home version of MS. PAC-MAN. She looks and plays so much like the arcade, she's unlike any home video game you've ever played before. And she's only from Atari for use with the ATARI® 2600,™ and the Sears Video Arcade† systems.

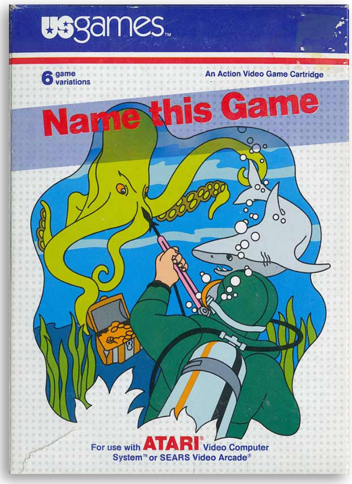
You get four ghosts. Four mazes. Escape tunnels. And lots of floating munchies. Pears to pretzels, apples to oranges. To get the top banana, worth 5000 points, you have to know your little lady backward and forward.

The way the player on the left does. He gets 1000 points for the apple. While the player on the right gets only half as much for the orange. But plenty of indigestion.

So escort MS. PAC-MAN out of the arcade.

Because this woman's place is in the home.

ATARI
A Warner Communications Company


usgames
6 game variations
An Action Video Game Cartridge
Name this Game
For use with ATARI Video Computer System or SEARS Video Arcade

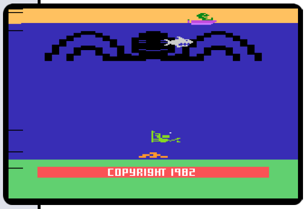
Rarity: 3
Beveled Case: 4

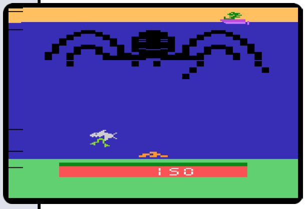
Name This Game

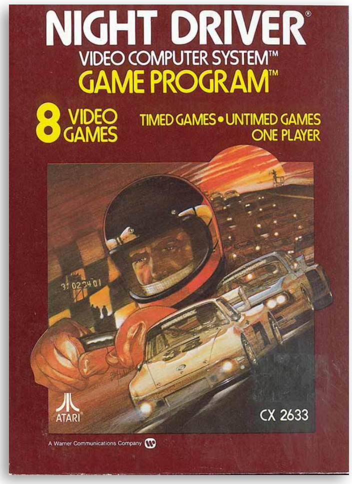
Developer	Wickstead Design
Publisher	U.S. Games
Release date	1982
Genre	Action
Mode	1-2 Players

US Games decided to create a contest around the game, releasing it as Name This Game and Win $10,000 with a cash prize to be awarded to the winning name after April 30, 1983. However, before the contest was completed, US Games closed its doors. (In 1994 Digital Press held its own naming contest for the game; the winning title, coined by Russ Perry Jr., was Going Under - referencing not only the game's content, but the fate of its publisher.)

4.7


COPYRIGHT 1982




NIGHT DRIVER
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
TIMED GAMES • UNTIMED GAMES
ONE PLAYER
ATARI
CX 2633
A Warner Communications Company

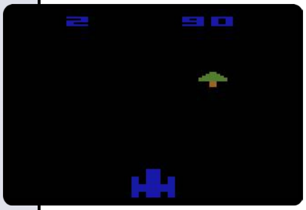
Rarity: 1
Sears Text Label: 2
Sears Picture Label: 6

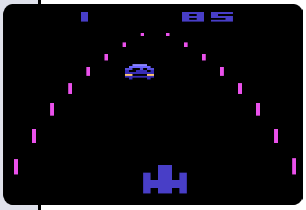
Night Driver

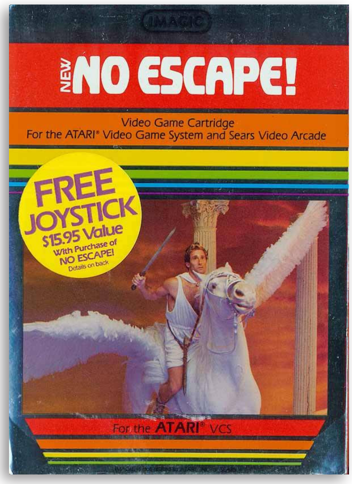
Developer	Atari *(Rob Fulop)*
Publisher	Atari
Release date	1978
Genre	Racing
Mode	1 Player

Night Driver was originally released as a 1976 arcade game by Ted Michon. The Atari 2600 version uses the paddles to control the vehicle. The player pushes the fire button to accelerate the car forward, and uses the paddle to steer the vehicle, although it was not possible to shift gears in this version. Every frame the program toggles drawing either the vehicle and road hazards or the road posts that defined the track. This causes the game graphics to flicker continually.

6.0






IMAGIC
NEW NO ESCAPE!
Video Game Cartridge
For the ATARI Video Game System and Sears Video Arcade
FREE JOYSTICK
$15.95 Value
With Purchase of NO ESCAPE!
Details on back
For the ATARI VCS

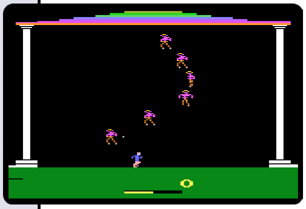
Rarity: 4
Xante: 10

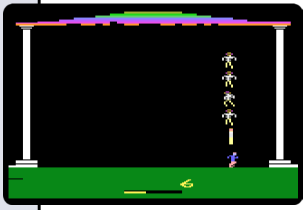
No Escape!

Developer	Imagic *(Michael Greene)*
Publisher	Imagic
Release date	1983
Genre	Breakout
Mode	1-2 Players

Jason has taken the Golden Fleece from the gods. They are naturally upset and have imprisoned Jason in the Temple of Aphrodite with deadly Furies running overhead. Players control Jason and the goal is to eliminate all of the Furies to move on to the next level. The Furies can be destroyed if they are hit with a magical brick from the roof of the temple. Jason are armed with an unlimited supply of stones, throwing a stone at the roof will cause a brick to fall.

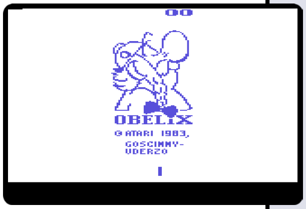
6.8

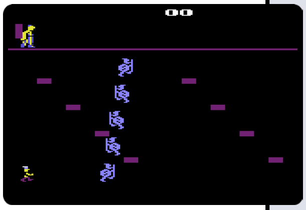




Obelix

6.6


00
OBELIX
© ATARI 1983,
GOSCINNY-UDERZO



Developer	Atari *(P: Suki Lee, G: Dave Jolly)*
Publisher	Atari
Release date	1983
Genre	Action
Mode	1 Player

This is a classic Asterix & Obelix game where players simultaneously play as Asterix and Obelix maintaining their favorite Gaulish sport of thumping the living daylights out of Roman soldiers.

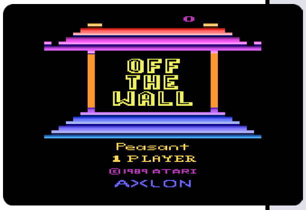
The objective of the game is to help Asterix "stun" Roman soldiers (simply by running into them, and they turn white from blue) while players command Obelix to throws his oversized Menhirs down at stunned Romans with a splat.

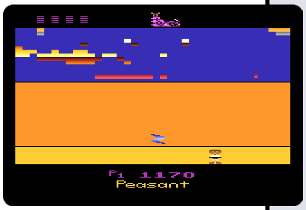
ATARI 2600
ENGLISH
FRANCAIS
DEUTSCH
ITALIANO
ESPAÑOL
ONE PLAYER ONLY
UN SEUL JOUEUR
EIN SPIELER ALLEIN
UN SOLO GIOCATORE
SOLO UN JUGADOR
OBELIX

Rarity: 7

Off The Wall

5.5

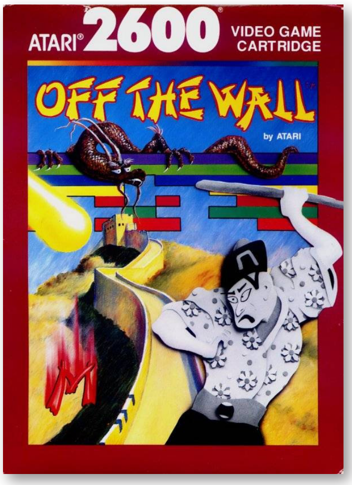

0
OFF THE WALL
Peasant
1 PLAYER
©1989 ATARI
AXLON


1170
Peasant

Developer	Axlon *(John Vifian)*
Publisher	Atari
Release date	1989
Genre	Breakout
Mode	1-2 Players

Off the Wall is essentially a Breakout clone with a Chinese theme. It was developed by Axlon, a game development studio owned by Atari founder Nolan Bushnell.

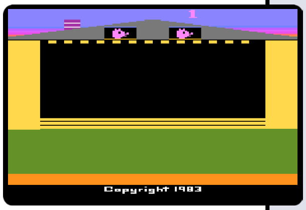
Players take control of the hero Kung Fu Lu, and the objective is smash through an evil wall to kill a dragon that has been tormenting villagers. In the game, Lu receives several power-ups to achieve his goal, and he must overcome a bat that stands in his way.

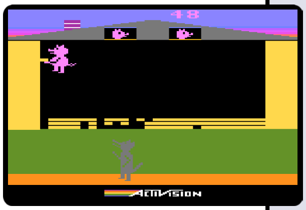

ATARI 2600
VIDEO GAME CARTRIDGE
OFF THE WALL
by ATARI

Rarity: 5

Oink!

6.8

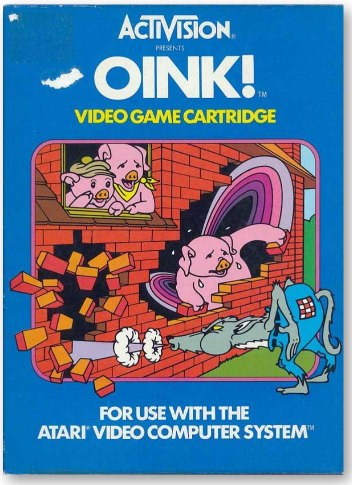

Copyright 1983


48
ACTIVISION

Developer	Activision *(Mike Lorenzen)*
Publisher	Activision
Release date	1983
Genre	Action
Mode	1-2 Players

Designed by Mike Lorenzen, Oink! is inspired by the fairy tale "The Three Little Pigs" and casts the player as a pig defending his home from a wolf bent on destroying it.

The wolf attempts to break through the three-layer-deep wall of the pigs' homes by blowing away pieces of the wall. Simultaneously, the pig must collect patches from the top of the screen and drop them into holes in the wall at the bottom.


ACTIVISION
PRESENTS
OINK!
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM

Rarity: 3

6.0

For the ATARI 2600
OMEGA RACE
Video Game Cartridge
FREE
Multi-Function BOOSTER-GRIP Joystick Adaptor
RAM PLUS
Bally MIDWAY Arcade Game
CBS Electronics

Rarity: 3

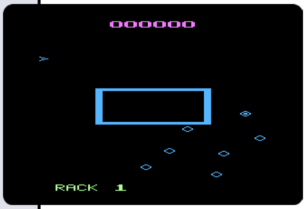
Omega Race

Developer CBS Electronics
Publisher CBS Electronics
Release date 1983
Genre Action
Mode 1-2 Players

Set in the year 2003, the game involves using a spaceship to destroy enemy droid ships. The enemies that the player must destroy or avoid are drone ships, commander ships, two types of space mines, and shooting star ships. The ship bounces off an invisible barrier on the edges of the screen that briefly appears when hit.

The 2600 cartridge came bundled with a special 2-button, "booster grip" controller.

BALLY
MIDWAY
©1981,
1983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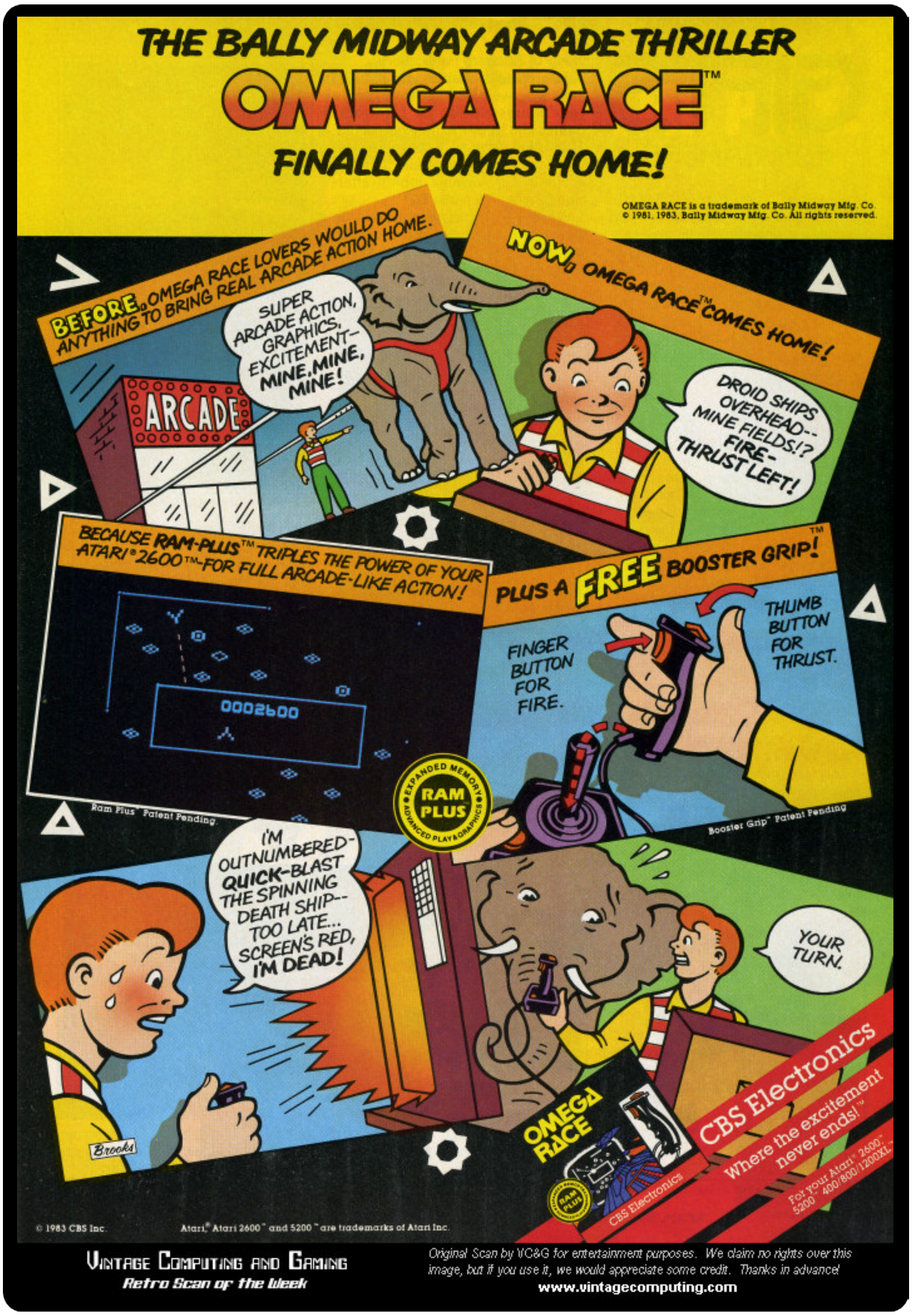
RACK 1


THE BALLY MIDWAY ARCADE THRILLER
OMEGA RACE™
FINALLY COMES HOME!
OMEGA RACE is a trademark of Bally Midway Mfg. Co. © 1981, 1983, Bally Midway Mfg. Co. All rights reserved.
BEFORE, OMEGA RACE LOVERS WOULD DO ANYTHING TO BRING REAL ARCADE ACTION HOME.
SUPER ARCADE ACTION, GRAPHICS, EXCITEMENT— MINE, MINE, MINE!
ARCADE
NOW, OMEGA RACE™ COMES HOME!
DROID SHIPS OVERHEAD— MINE FIELDS!? FIRE— THRUST LEFT!
BECAUSE RAM-PLUS™ TRIPLES THE POWER OF YOUR ATARI® 2600™—FOR FULL ARCADE-LIKE ACTION!
0002600
Ram Plus™ Patent Pending
PLUS A FREE BOOSTER GRIP!™
FINGER BUTTON FOR FIRE.
THUMB BUTTON FOR THRUST.
Booster Grip™ Patent Pending
EXPANDED MEMORY RAM PLUS ADVANCED PLAY & GRAPHICS
I'M OUTNUMBERED— QUICK-BLAST THE SPINNING DEATH SHIP— TOO LATE... SCREEN'S RED, I'M DEAD!
YOUR TURN.
Brooks
OMEGA RACE
CBS Electronics
CBS Electronics
Where the excitement never ends!™
For your Atari® 2600™, 5200™, 400/800/1200XL™
© 1983 CBS Inc.
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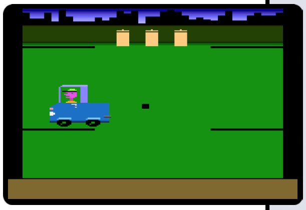
7.4

Oscar's Trash Race

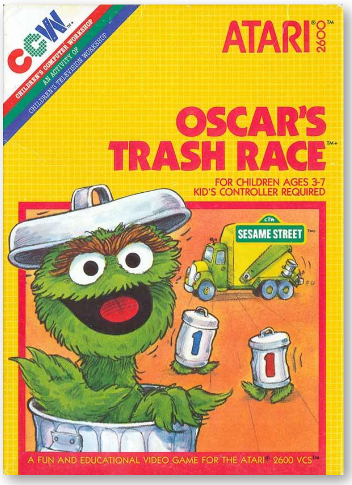
Oscar's
Trash
Race
© ATARI 1983



Developer Atari *(P: Christopher Omarzu, G: Preston Stuart)*
Publisher Atari
Release date 1983
Genre Edutainment
Mode 1-2 Players

In this game, the player helps Oscar the Grouch collect the trash. First, the player picks the numbered trash can that matches the number of items on the street. Then the player guides Oscar in his can to collect the items and race back to the starting line before Slimey reaches the other end of the screen. It rains in later levels, and Oscar has to jump over mud puddles that appear in his way.

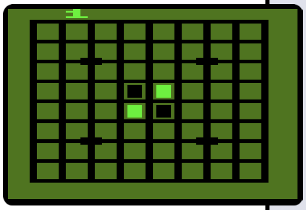
"muppet.wikia.com"

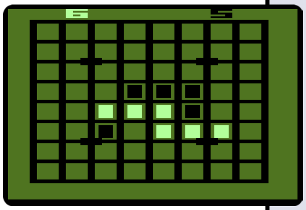

ATARI 2600
OSCAR'S TRASH RACE
FOR CHILDREN AGES 3-7
KID'S CONTROLLER REQUIRED
SESAME STREET
A FUN AND EDUCATIONAL VIDEO GAME FOR THE ATARI 2600 VCS

Rarity: 4

5.6

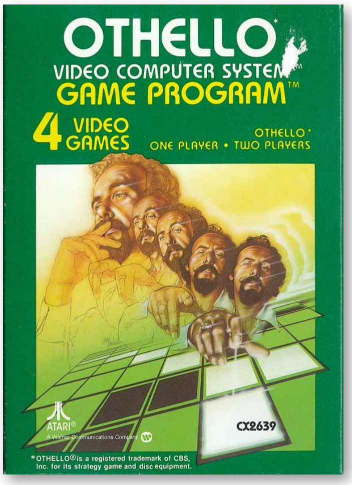
Othello





Developer Atari *(Ed Logg)*
Publisher Atari
Release date 1980
Genre Board game
Mode 1-2 Players

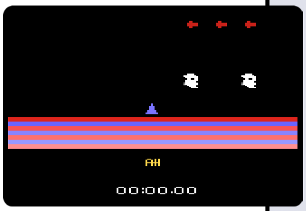
Othello is a conversion of the board game. Each player tries to fill the game board with as many discs of their color as possible. On each turn the players places a disc on the board by selecting a location where the opponents discs will become trapped between two of their discs. The trapped discs are flipped over to the players color. The game ends when the board is filled or time runs out, and the player with the greatest number of his color discs on the board wins.

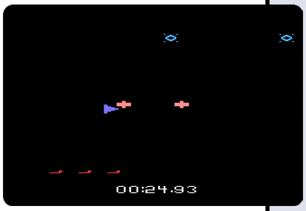

OTHELLO
VIDEO COMPUTER SYSTEM
GAME PROGRAM
4 VIDEO GAMES
OTHELLO
ONE PLAYER • TWO PLAYERS
ATARI
CX2639

Rarity: 2
Sears: 4

3.0

Out of Control



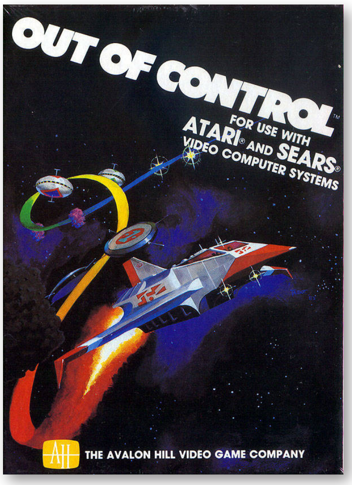


Developer Avalon Hill *(Jim Jacob)*
Publisher Avalon Hill
Release date 1983
Genre Racing
Mode 1 Player

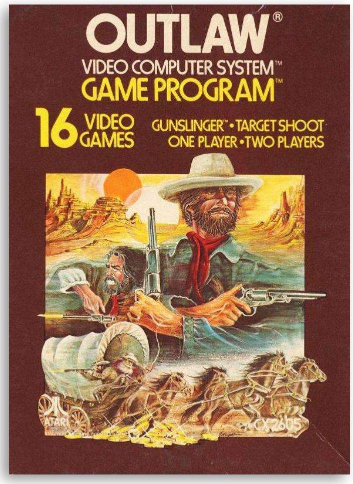
The point of this game is to weave the ship through space buoys and pop several balloons before executing a perfect landing in a space station.

The game had the unfortunate problem of releasing in the middle of the video game crash of 1983, so manufactured amounts were very little, and the game didn't sell very well, hence why it's so difficult to find now. A boxed copy can fetch well over $2,000 on ebay.

"racketboy.com"


OUT OF CONTROL
FOR USE WITH ATARI® AND SEARS VIDEO COMPUTER SYSTEMS
THE AVALON HILL VIDEO GAME COMPANY

Rarity: 9


OUTLAW®
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
16 VIDEO GAMES
GUNSLINGER™ • TARGET SHOOT
ONE PLAYER • TWO PLAYERS
CX2605

Rarity: 2
Sears: 3
Sears Picture Label: 5

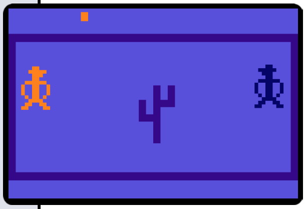
Outlaw

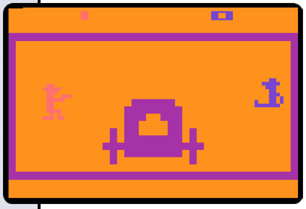
Developer	Atari *(David Crane)*
Publisher	Atari
Release date	1978
Genre	Shooter
Mode	1-2 Players

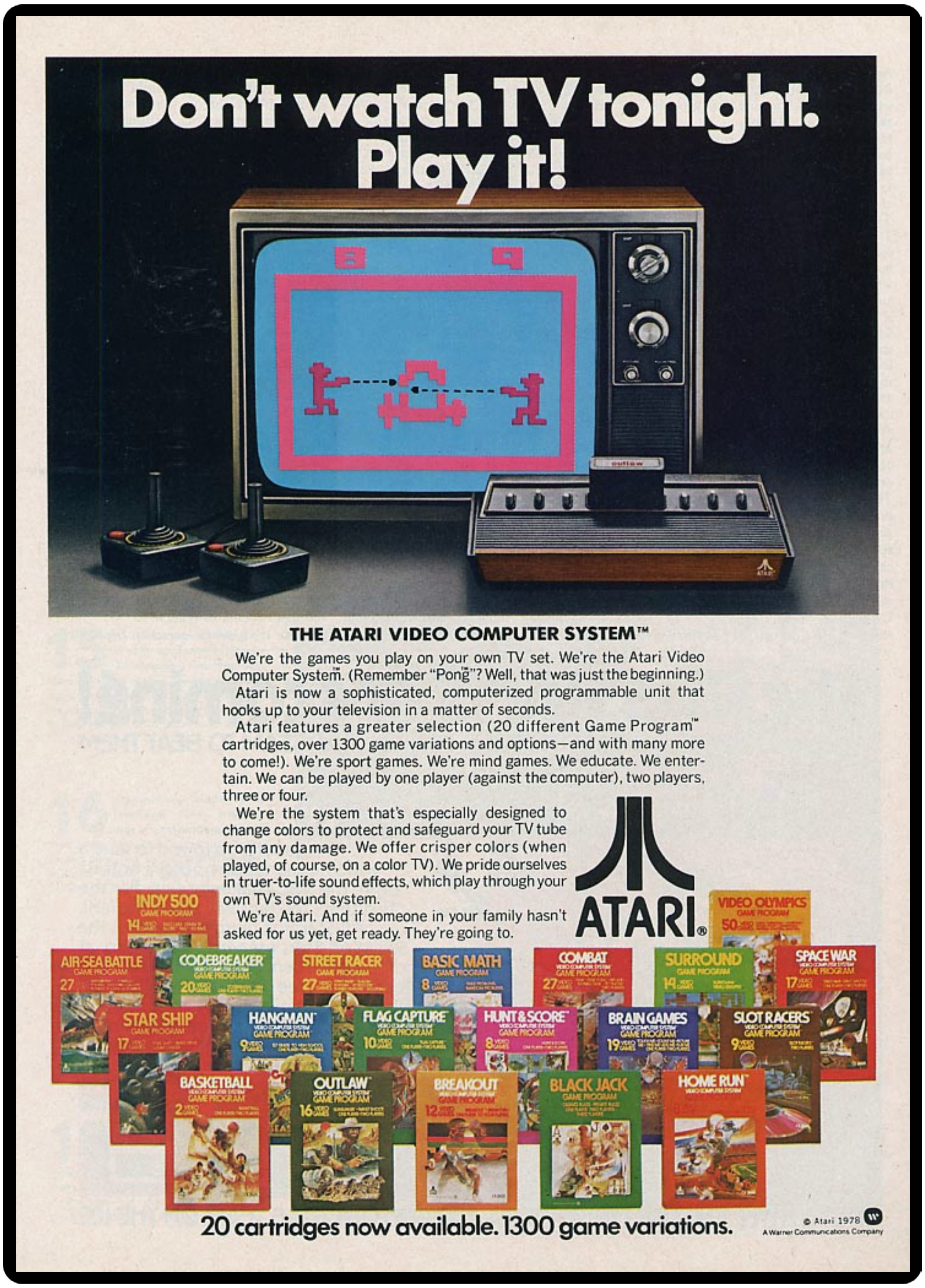
Outlaw simulates an Old West fast draw duel between the player and the computer. The original 1976 arcade game was a response to Gun Fight, released by Midway in North America the year before.

The home console port was developed by then-Atari employee David Crane. This version is more directly comparable to Midway's Gun Fight, allowing two players to engage in a shoot-out using 2600's joysticks.

6.5






Don't watch TV tonight. Play it!
Outlaw
INDY 500
AIR-SEA BATTLE
CODEBREAKER
STREET RACER
BASIC MATH
COMBAT
SURROUND
VIDEO OLYMPICS
SPACE WAR
STAR SHIP
HANGMAN
FLAG CAPTURE
HUNT & SCORE
BRAIN GAMES
SLOT RACERS
BASKETBALL
OUTLAW
BREAKOUT
BLACK JACK
HOME RUN
ATARI®

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We're Atari. And if someone in your family hasn't asked for us yet, get ready. They're going to.

20 cartridges now available. 1300 game variations.

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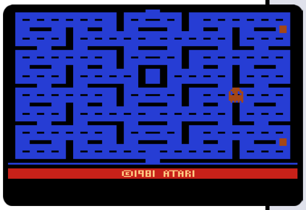
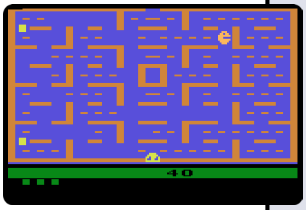
5.6



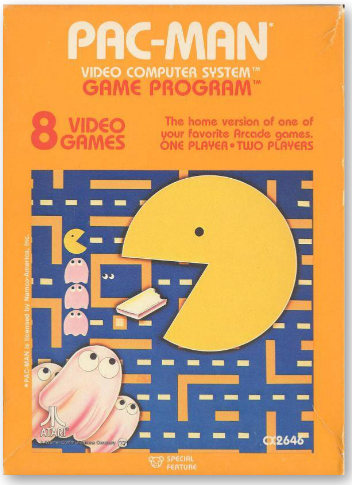


Pac-Man

Developer Atari *(Tod Frye)*
Publisher Atari
Release date 1982
Genre Maze
Mode 1-2 Players

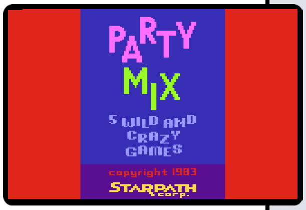
In 1982, Atari released a port of Namco's hit arcade game Pac-Man for its Atari 2600 video game console. Like the original arcade version, the player controls the titular character with a joystick.

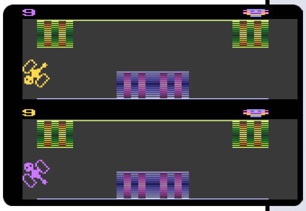
Anticipation for the game was high. Atari stated in 1981 that it had preorders for "three or four million" copies of the Atari 2600 version. However, many buyers returned the games for refunds, and Atari was left with 5 million excess copies in addition to the returns.


PAC-MAN
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
The home version of one of your favorite Arcade games.
ONE PLAYER • TWO PLAYERS
ATARI
CX2646

Rarity: 1
Sears: 3

8.0


PARTY MIX
5 WILD AND CRAZY GAMES
copyright 1983
STARPATH corp.



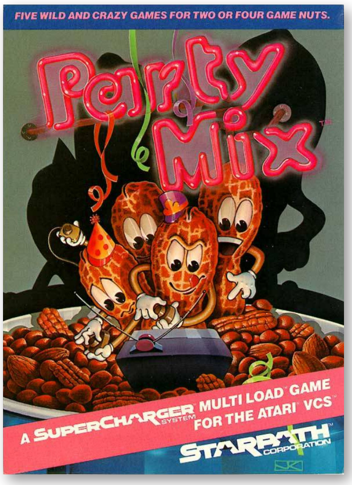
Party Mix

Developer Starpath *(Dennis Caswell)*
Publisher Starpath
Release date 1983
Genre Compilation
Mode 2-4 Players

Five games in one, Party Mix is a collection title developed in 1983 by Starpath. Being one of the first party video games, it became notable for its inventive one-on-one and two-on-two split-screen multiplayer gameplay types.

The anthology consists of the following titles:

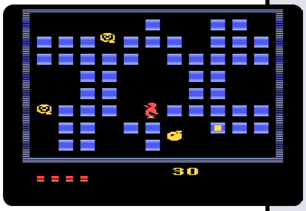
- Bop a Buggy
- Tug of War
- Wizard's Keep
- Down on the Line
- Handcar


FIVE WILD AND CRAZY GAMES FOR TWO OR FOUR GAME NUTS.
Party Mix
A SUPERCHARGER SYSTEM MULTI LOAD GAME FOR THE ATARI VCS
STARPATH CORPORATION

Rarity: 7

6.6

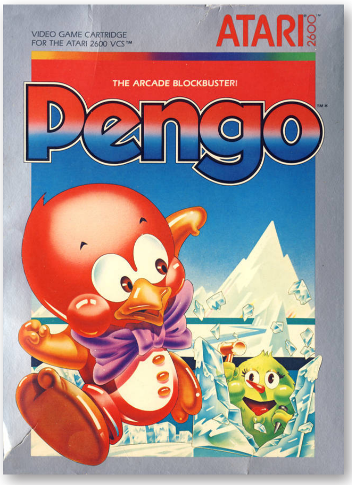
PENGO
©1984 ATARI



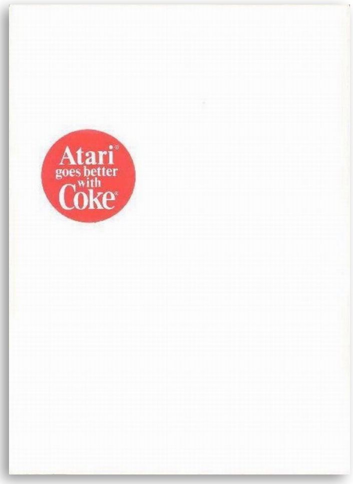
Pengo

Developer Atari *(Mark R. Hahn)*
Publisher Atari
Release date 1984
Genre Maze, Puzzle
Mode 1-2 Players

The player controls Pengo, a red penguin that resides in the Antarctic. The game takes place in an overhead maze made of ice blocks, where Pengo fights the trolling, blob-like Sno-Bees. The objective of the game is for Pengo to survive a series of rounds by eliminating all Sno-Bees, while amassing bonuses by bringing together the three diamonds dispersed in the maze.


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
THE ARCADE BLOCKBUSTER!
Pengo

Rarity: 6


Atari
goes better
with
Coke

Rarity: 10

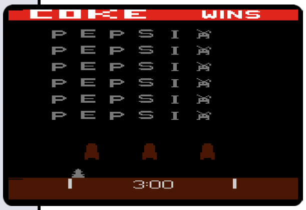
Pepsi Invaders

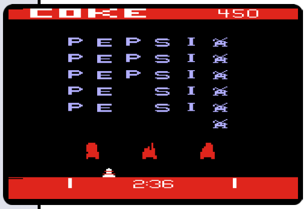
7.3

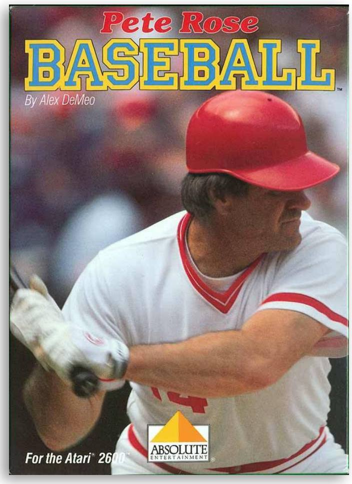
Developer	Atari *(Christopher Omarzu)*
Publisher	Atari
Release date	1983
Genre	Shooter
Mode	1-2 Players

Pepsi Invaders (also known as Coke Wins) is a video game for the based on the popular Space Invaders. It was commissioned by Coca-Cola for their 1983 sales convention, and developed by Atari as a modification of the original Space Invaders cartridge (essentially, an official ROM hack).

The game was packaged in a black cartridge without a label, and only released at the 1983 sales convention, where it was given to the 125 sales executives attending.


COKE
WINS
3:00


COKE
450
2:36


Pete Rose
BASEBALL
By Alex DeMeo
For the Atari 2600
ABSOLUTE
ENTERTAINMENT

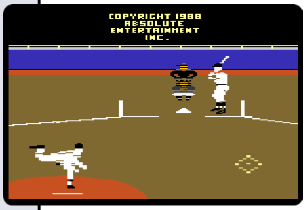
Rarity: 5

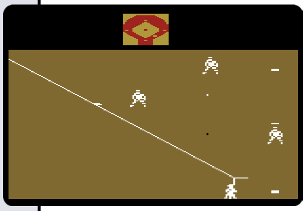
Pete Rose Baseball

5.0

Developer	Absolute Entertainment *(Alex DeMeo)*
Publisher	Absolute Entertainment
Release date	1988
Genre	Sports
Mode	1-2 Players

The game was a notable improvement over previous Atari 2600 baseball games such as Home Run and RealSports Baseball. The game features a “behind the pitcher” viewpoint for pitching and batting, a viewpoint which was introduced by the classic computer game Hardball. In addition, the game features different “bird’s eye” views of the field depending on where the ball is hit; there are two infield views and three outfield views.


COPYRIGHT 1988
ABSOLUTE
ENTERTAINMENT
INC.



PHASER PATROL
a
Supercharger
game
FOR THE
ATARI VIDEO
COMPUTER
SYSTEM
Includes the
SUPERCHARGER
Adds game-playing power to your
ATARI Video Computer System.
Cassette player required.
ARCADIA
CORPORATION

Rarity: 4

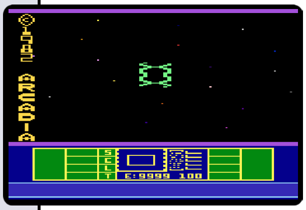
Phaser Patrol

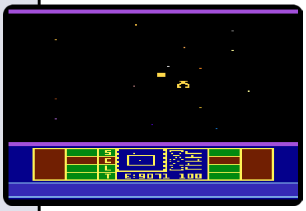
8.8

Developer	Starpath *(Dennis Caswell)*
Publisher	Starpath
Release date	1982
Genre	Simulation, Shooter
Mode	1 Player

Phaser Patrol is the first numbered release by Starpath for the Atari 2600. The game simulates a space flight in which players must pilot their ship to destroy the Dracon invaders. The game can be compared to other 2600 space flight games such as Atari’s own Star Raiders and Star Ship, Imagic’s Star Voyager, and Activision’s Starmaster.

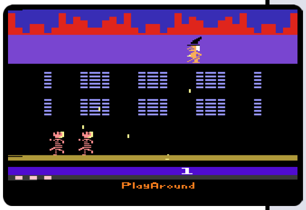
It was originally sold along with the Starpath Supercharger.

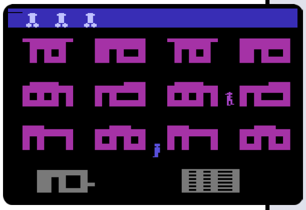

ARCADIA
E:9999 100



1.9

Philly Flasher/Cathouse Blues


PlayAround



Developer	Playaround *(Joel H. Martin)*
Publisher	Playaround
Release date	1982
Genre	Compilation
Mode	1 Player

This is a doubled-ended cartridge with Philly Flasher on one end and Cathouse Blues on the other.

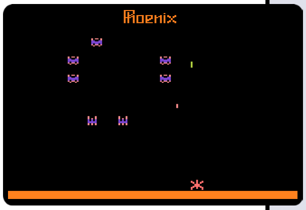
Philly Flasher is a graphically altered version of Beat ‘Em & Eat ‘Em with guys doing the catching and what they are catching looks to be milk from a witch’s tit. Cathouse Blues is a graphically altered version of Gigolo in which players are a guy going to various whorehouses to get “serviced”.

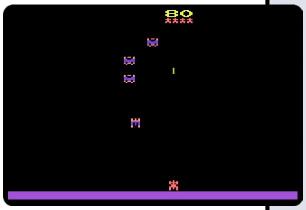
PlayAround
Philly Flasher
WORLD'S FIRST 2 IN 1 ADULT VIDEO GAMES CARTRIDGE
ALSO PLAYING
Cathouse Blues
2 TOTALLY DIFFERENT ADULT VIDEO GAMES IN 1 CARTRIDGE!
NOT FOR SALE TO MINORS

Rarity: 5

7.1

Phoenix

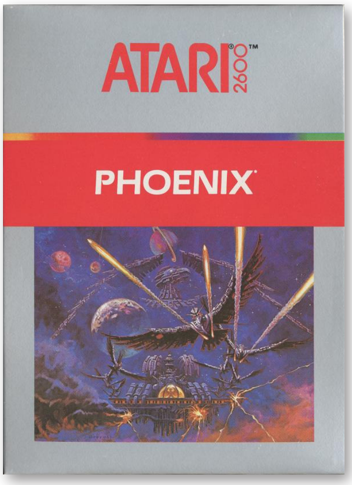




Developer	Atari *(Michael Feinstein, John Mracek)*
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1 Player

Phoenix is an outer space-themed, fixed shooter similar to Taito’s Space Invaders. The Phoenix mothership is one of the first video arcade game bosses to be presented as a separate challenge. This was before the term boss was coined.

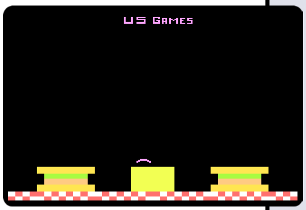
The Imagic game Demon Attack closely resembled Phoenix, so Atari sued Imagic, who settled out of court. The home version of Phoenix is one of the more accurate arcade ports of the time.

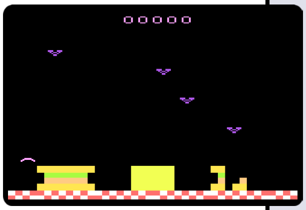

ATARI 2600
PHOENIX

Rarity: 2

4.0

Picnic





Developer	Western Technologies *(Tom Sloper)*
Publisher	U.S. Games
Release date	1983
Genre	Action
Mode	1-2 Players

Players are out enjoying a picnic, when suddenly a swarm of flies arrive. They control a fly swatter at the bottom of the screen; the goal in this game is to protect the hamburgers (located on the left and right bottom of the screen) from the attacking flies. When a fly is close enough, it will stick out its tongue to eat the food. If players can swat the fly right when it has its tongue out, it will be knocked out and fall into their fly trap.

“mobygames.com”

usgames
6 game variations
PIC
Lionel
RED TAG SPECIAL
PREVIOUSLY SOLD FOR
NOW ONLY
4.99
For use with ATARI Video Computer System or SEARS Video Arcade

Rarity: 5

usgames
7 game variations
A Family Video Game Cartridge
Piece o' Cake
SALE!
$9.99
For use with ATARI Video Computer System or SEARS Video Arcade

Rarity: 5

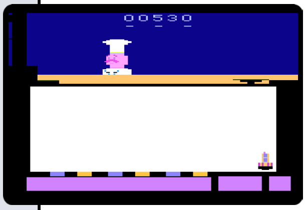
Piece o' Cake

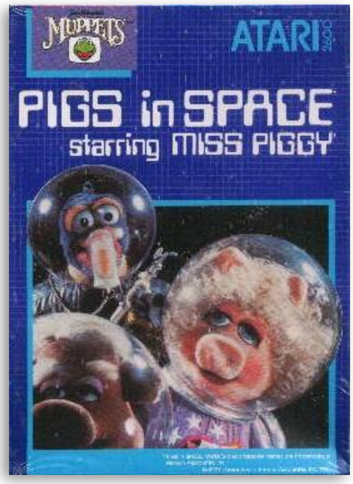
5.0

Developer	U.S. Games
Publisher	U.S. Games
Release date	1983
Genre	Action
Mode	1 Player

In Piece o' Cake players take the role of a chef, and their goal is to successfully build cakes. At the bottom of the screen is a conveyor belt and a platter will appear at the left side moving towards the right. Players are at the top of the screen and need to take cake layers from the oven and drop them onto the platter. The cake layers are different sizes and they must drop them such that each layer is the same size or smaller than the one beneath it.

US GAMES
© 1982
1
00000




MUPPETS
ATARI
PIGS in SPACE
starring MISS PIGGY

Rarity: 5

Pigs in Space

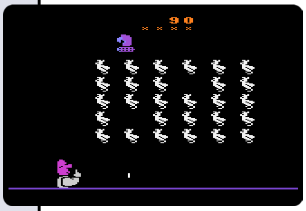
6.1

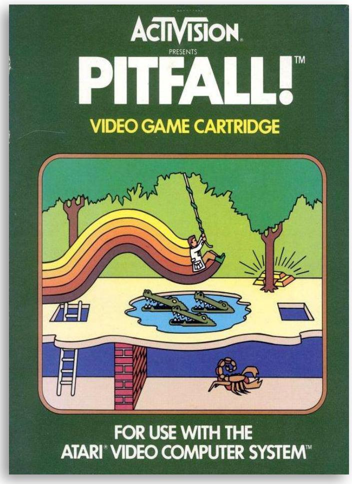
Developer	Atari *(Rob Zdybel, John Russell, Bill Aspromonte)*
Publisher	Atari
Release date	1983
Genre	Compilation
Mode	1-2 Players

Pigs in Space was the last game in Atari's Children's line to be released. The game is a sequence of three mini-games, each starring one of the members of the Swinetrek crew

The three games featured are Chicken Invaders, Pastaroids, and Escape from the Planet of the Gonzoids. Atari produced a prototype for a second Muppet game, Miss Piggy's Wedding. The Children's line was cancelled before that game could be produced.

0
PIGS
IN
SPACE
©1983 ATARI
©1983 HA!




ACTIVISION
PRESENTS
PITFALL!
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM

Rarity: 2

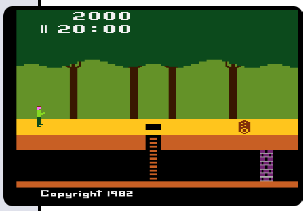
Pitfall!

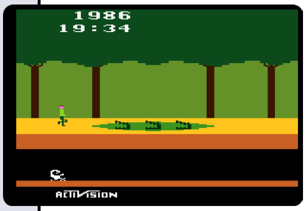
7.3

Developer	Activision *(David Crane)*
Publisher	Activision
Release date	1982
Genre	Platformer
Mode	1 Player

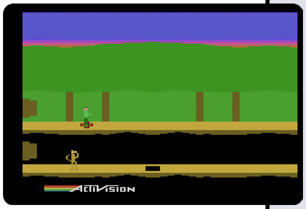
Pitfall! is a platform game designed by David Crane. In the game, the player controls Pitfall Harry, and is tasked with navigating a jungle and collecting treasures while avoiding obstacles and hazards, with limited time to complete the game.

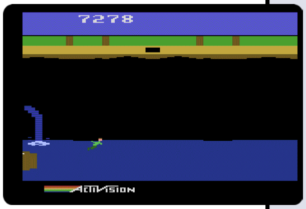
The game received very positive reviews upon release, and is one of the best-selling games made for the Atari 2600, with over 4 million copies sold.


2000
II 20:00
Copyright 1982


1986
19:34
ACTIVISION

7.4

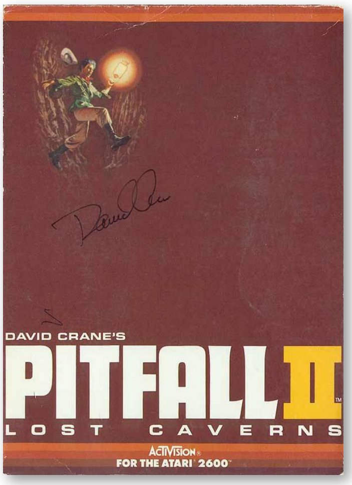

ACTIVISION


7278
ACTIVISION

Pitfall II: Lost Caverns

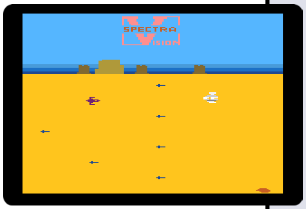
Developer Activision *(David Crane)*
Publisher Activision
Release date 1984
Genre Platformer
Mode 1 Player

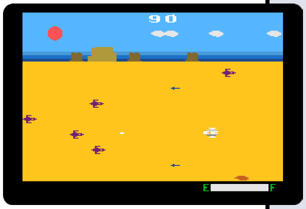
The original Pitfall! has Harry exploring a jungle, collecting treasures, and avoiding danger in the forms of crocodiles, scorpions, cobras, and quicksand. Lost Caverns stays true to the gameplay of the original but greatly expands the scope of the environment, as Harry now descends deep into the catacombs. In addition to the scrolling style of the first, this game adds the element of vertical scrolling, as when Harry falls from a cliff or flies around after grabbing onto a balloon.


DAVID CRANE'S
PITFALL II
LOST CAVERNS
ACTIVISION
FOR THE ATARI 2600

Rarity: 4

6.4

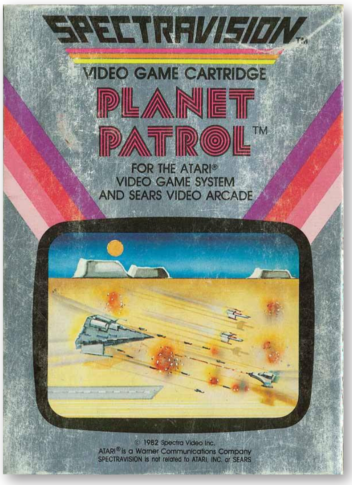




Planet Patrol

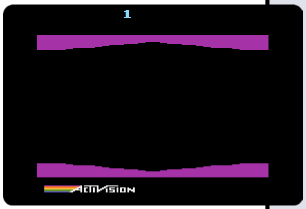
Developer Spectravision
Publisher Spectravision
Release date 1983
Genre Shooter
Mode 1-2 Players

Players are on patrol to find and destroy enemy fuel depots. Their ship flies to the left, while they control their up and down motion. Initially, they must shoot the oncoming larger, red ships but avoid the smaller, blue missiles. Players must not shoot the black ship. They can dock with it so they can land and refuel later. As they move into night, the enemy ships become too dark to see. They can then create light, temporarily, by firing off shots.


SPECTRAVISION
VIDEO GAME CARTRIDGE
PLANET PATROL
FOR THE ATARI® VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE

Rarity: 3

6.8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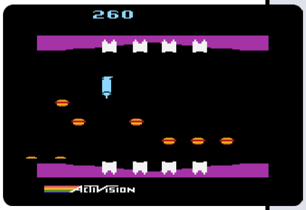
ACTIVISION

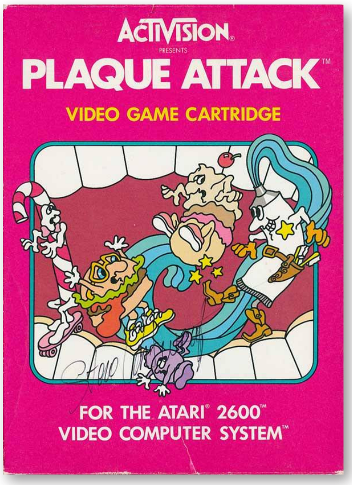

260
ACTIVISION

Plaque Attack

Developer Activision *(Steve Cartwright)*
Publisher Activision
Release date 1983
Genre Action
Mode 1-2 Players

Plaque Attack is a 1983 video game for the Atari 2600 that was made by Activision. Loosely based on Space Invaders, the player must prevent food from destroying teeth in a person's mouth. Steve Cartwright, who designed the game, said that game was meant to help people develop good dental habits.

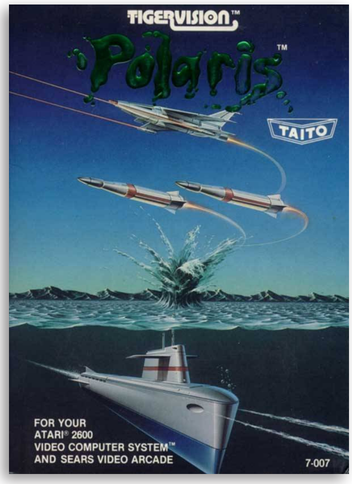
Skilled Plaque Attack players who scored more than 35,000 points could send a screenshot to Activision, which would send a promotional patch.


ACTIVISION PRESENTS
PLAQUE ATTACK
VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VIDEO COMPUTER SYSTEM

Rarity: 4

Polaris

6.8

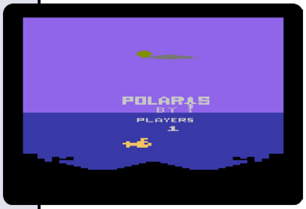

TIGERVISION™
Polaris™
TAITO
FOR YOUR ATARI® 2600 VIDEO COMPUTER SYSTEM™ AND SEARS VIDEO ARCADE
7-007

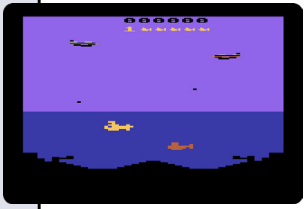
Rarity: 6
Green Label: 7

Developer	Sierra On-Line *(Robert H. O'Neil)*
Publisher	Tigervision
Release date	1982
Genre	Shooter
Mode	1-2 Players

In Polaris, players control a submarine which can only shoot missiles upward. The goal of the player is to destroy all of the planes in each level while avoiding bombs dropped from the aircraft, as well as mines launched by enemy submarines and depth charges dropped from boats that speed by.

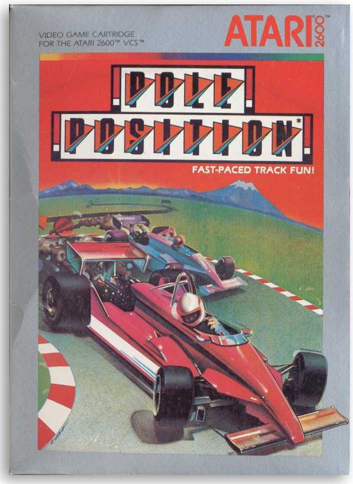
The game was well received, gaining a Certificate of Merit in the category of "1984 Best Action Videogame" at the 5th annual Arkie Awards.


POLARIS
BY
PLAYERS
1



Pole Position

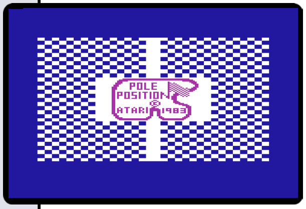
6.6

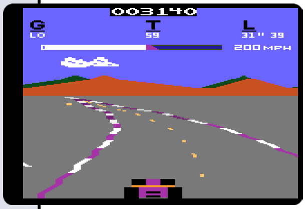

VIDEO GAME CARTRIDGE FOR THE ATARI 2600™ VCS™
ATARI 2600
POLE POSITION
FAST-PACED TRACK FUN!

Rarity: 2
Pole Posit'n Label: 4

Developer	Atari *(Doug Macare)*
Publisher	Atari
Release date	1983
Genre	Racing
Mode	1 Player

Pole Position was designed by Tōru Iwatani, who had also designed the Gee Bee games and Pac-Man. In this game, the player controls a Formula One race car, and has to complete a time trial lap within a certain amount of time to qualify for an F1 race at the Fuji Racetrack. After qualifying, the player races against seven other CPU-controlled cars in a championship race. The players must also avoid going off the road so that they will not crash into the billboards.


POLE POSITION
ATARI 1983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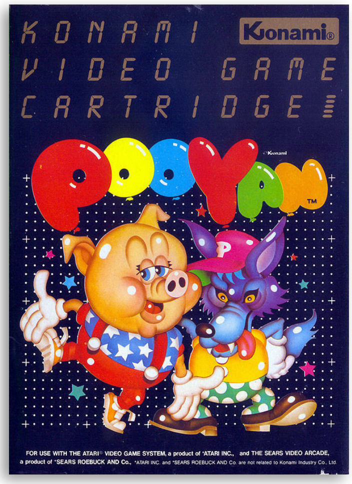
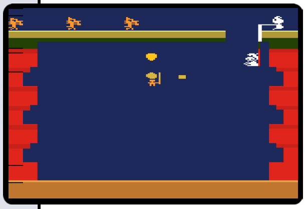
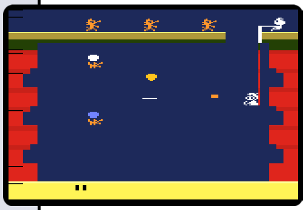

KONAMI VIDEO GAME CARTRIDGE
Konami
POOYAN™

Rarity: 5

Developer	Konami
Publisher	Konami
Release date	1983
Genre	Shooter
Mode	1-2 Players

The player controls "Mama", a pig whose babies have been kidnapped by a group of wolves. Mama Pig defends her home and rescues her "Pooyan" (the kidnapped piglets) riding an elevator car moved by two "Buuyan" (controlled by the player with a Y-axis joystick), and uses a bow and arrow with slabs of meat against the balloon-riding wolves and their boss.





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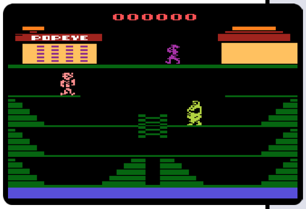
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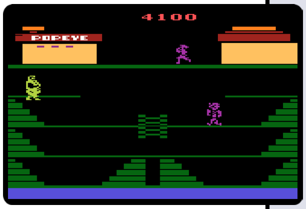
POPEYE

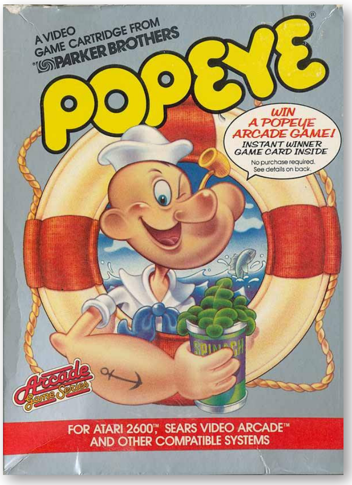

4100
POPEYE

Popeye

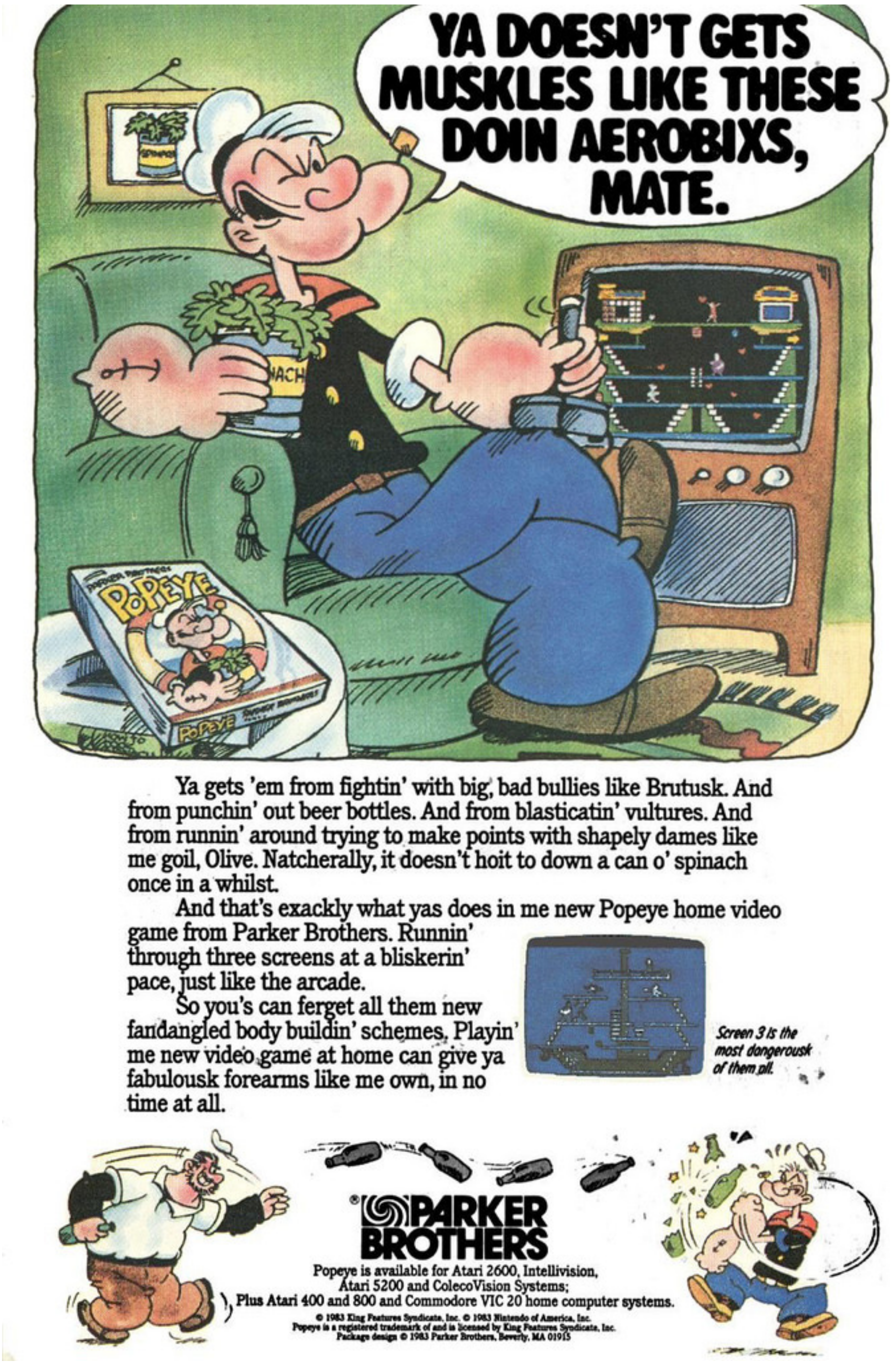
Developer	Parker Brothers *(Joe Gaucher)*
Publisher	Parker Brothers
Release date	1983
Genre	Platformer
Mode	1 Player

Popeye was first released as a 1982 arcade game by Nintendo. Unlike most platform games, the player cannot jump; the only button is "punch."

The Popeye characters were originally going to be used in the game that later became Donkey Kong. However at that time on the development of the game, Nintendo could not get the licenses to use the characters.


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
POPEYE
WIN A POPEYE ARCADE GAME! INSTANT WINNER GAME CARD INSIDE
No purchase required. See details on back.
Arcade Game Series
FOR ATARI 2600™, SEARS VIDEO ARCADE™ AND OTHER COMPATIBLE SYSTEMS

Rarity: 2


YA DOESN'T GETS MUSKLES LIKE THESE DOIN AEROBIXS, MATE.
POPEYE
SPINACH

Ya gets 'em from fightin' with big, bad bullies like Brutusk. And from punchin' out beer bottles. And from blasticatin' vultures. And from runnin' around trying to make points with shapely dames like me goil, Olive. Natcherally, it doesn't hoit to down a can o' spinach once in a whilst.

And that's exackly what yas does in me new Popeye home video game from Parker Brothers. Runnin' through three screens at a bliskerin' pace, just like the arcade.

So you's can ferget all them new fandangled body buildin' schemes. Playin' me new video game at home can give ya fabulousk forearms like me own, in no time at all.

Screen 3 is the most dangerousk of them all.

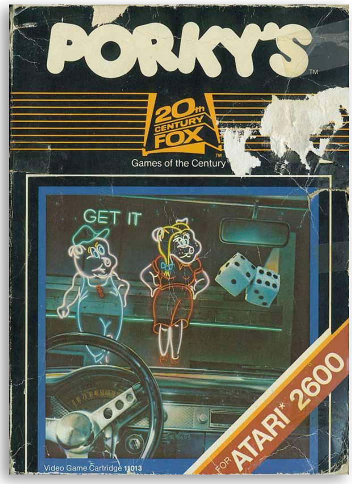
PARKER BROTHERS

Popeye is available for Atari 2600, Intellivision,
Atari 5200 and ColecoVision Systems;
Plus Atari 400 and 800 and Commodore VIC 20 home computer systems.

© 1983 King Features Syndicate, Inc. © 1983 Nintendo of America, Inc.
Popeye is a registered trademark of and is licensed by King Features Syndicate, Inc.
Package design © 1983 Parker Brothers, Beverly, MA 01915

Porky's

3.5

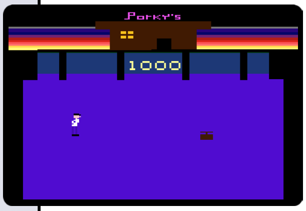

PORKY'S
20th CENTURY FOX
Games of the Century
GET IT
FOR ATARI 2600
Video Game Cartridge 11013

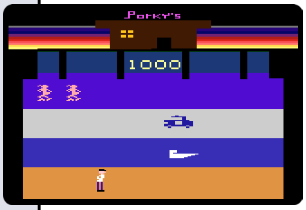
Rarity: 4

Developer	Lazer MicroSystems *(Randall Hyde)*
Publisher	20th Century Fox
Release date	1983
Genre	Adventure
Mode	1 Player

Players take the role as Edward "Pee Wee" Morris, who, despite his shortcomings, strives to get revenge on Porky, the owner of the bar that dissed Pee Wee and his friends.

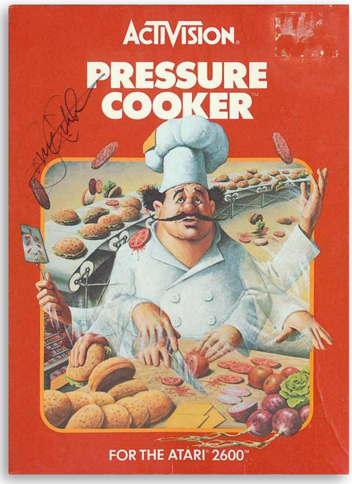
There are four basic scenarios Pee-Wee must go through: The County Line, The Swamp, The Shower, and Porky's Bar. The task is to help Pee Wee blow up Porky's bar and obtain as many points as possible.


Porky's
1000


Porky's
1000

Pressure Cooker

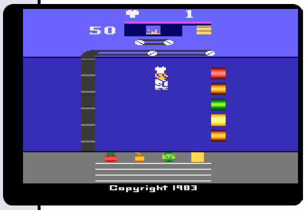
6.6


ACTIVISION
PRESSURE COOKER
FOR THE ATARI 2600

Rarity: 4

Developer	Activision *(Garry Kitchen)*
Publisher	Activision
Release date	1983
Genre	Action
Mode	1-2 Players

The player is a short-order cook at a hamburger stand who must assemble and package hamburgers to order without letting ingredients or hamburgers fall to the floor. Hamburgers go through an oven and are placed on a conveyor belt headed in the player's general direction. In order to satisfy customers' orders (seen on a chart at the bottom of the screen), the player must catch the flying toppings for a particular order and place them on the burger.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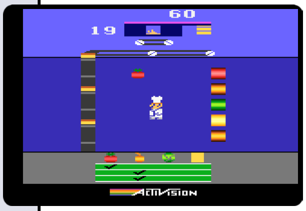
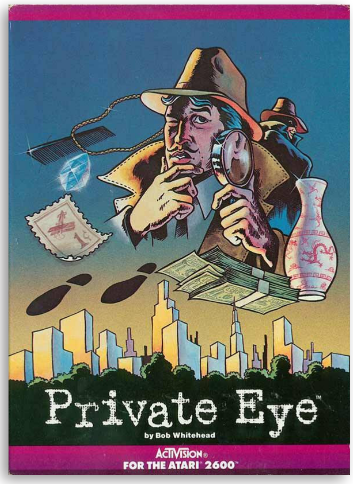
Copyright 1983


19
60
Activision

Private Eye

6.8

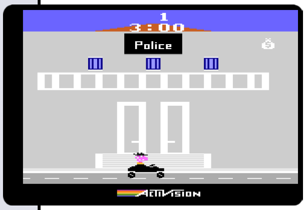

Private Eye
by Bob Whitehead
ACTIVISION
FOR THE ATARI 2600

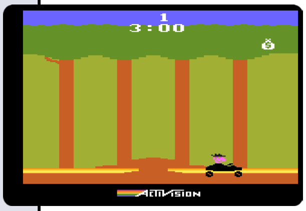
Rarity: 5

Developer	Activision *(Bob Whitehead)*
Publisher	Activision
Release date	1983
Genre	Action
Mode	1 Player

Designed by Bob Whitehead, Private Eye requires players to track down clues and recover items stolen by a master criminal, ultimately leading to his capture and arrest.

The game consists of four separate cases. Using a specially-built Model A that can jump over obstacles, players must search the city for a specific clue to the crime and for the object stolen in the crime.


1
3:00
Police
Activision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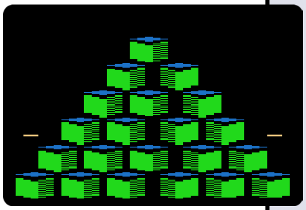
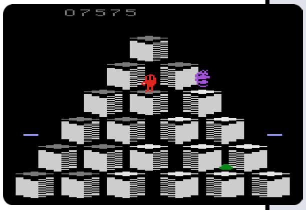
3:00
Activision

6.9

Q*bert

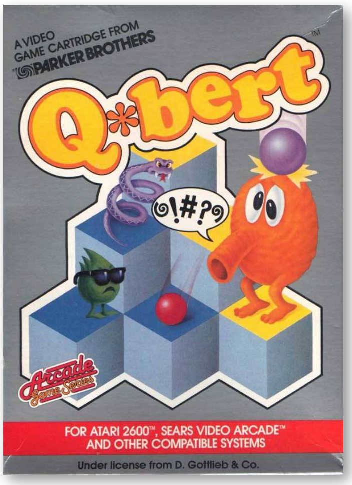




Developer Parker Brothers *(P: Dave Hampton, G: Tom Sloper)*
Publisher Parker Brothers, Atari
Release date 1983
Genre Action, Puzzle
Mode 1 Player

Q*bert, first released a arcade game in 1982, is a 2D action game with puzzle elements that uses "isometric" graphics to create a pseudo-3D effect, and serves as a precursor to the isometric platformer genre.

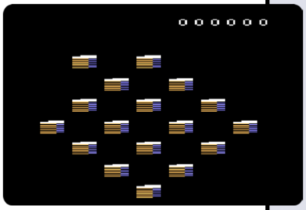
On the Atari 2600 version, the Escher-inspired visual style of the pyramid could not be preserved and the pyramid was shortened by one row. The discs that transport Q*bert to the top of the screen are represented as simple horizontal lines.

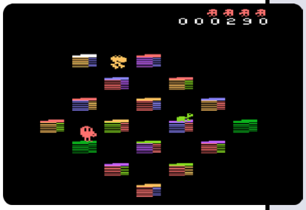

A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
Q*bert
@!#?@
Arcade Action
FOR ATARI 2600™, SEARS VIDEO ARCADE™ AND OTHER COMPATIBLE SYSTEMS
Under license from D. Gottlieb & Co.

Rarity: 2
Red Label: 3

5.2

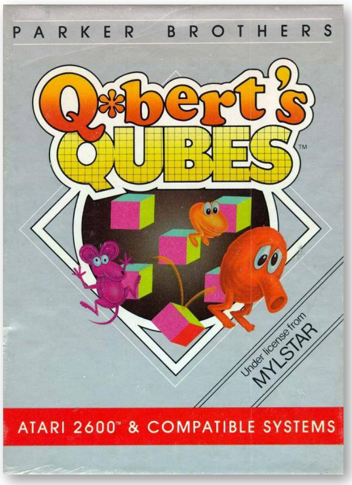
Q*bert's Qubes



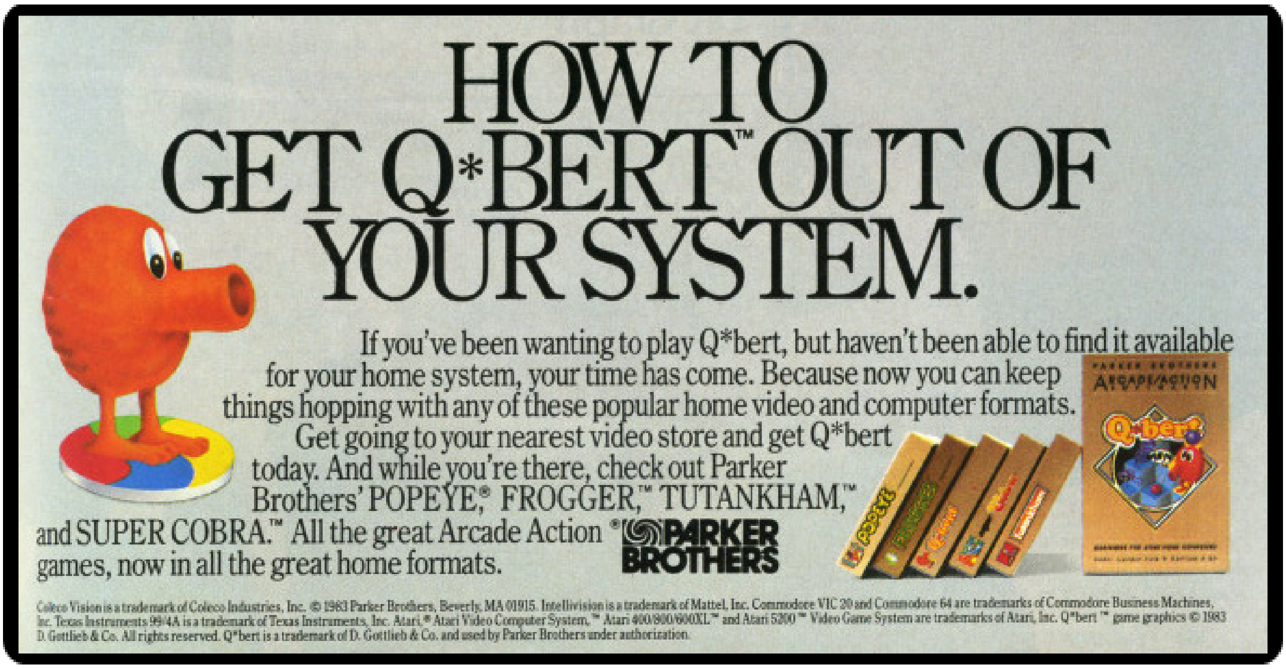


Developer Parker Brothers *(Todd Marshall)*
Publisher Parker Brothers
Release date 1984
Genre Action, Puzzle
Mode 1 Player

The game features Q*bert, but introduces new enemies: Meltniks, Soobops, and Rat-A-Tat-Tat. The player navigates the protagonist around a plane of cubes while avoiding enemies. Jumping on a cube causes it to rotate, changing the color of the visible sides of the cube. The goal is to match a line of cubes to a target sample; later levels require multiple rows to match. Despite the popularity of the franchise, the game's release was hardly noticed.


PARKER BROTHERS
Q*bert's QUBES™
Under license from MYLSTAR
ATARI 2600™ & COMPATIBLE SYSTEMS

Rarity: 9



HOW TO GET Q*BERT™ OUT OF YOUR SYSTEM.

If you've been wanting to play Q*bert, but haven't been able to find it available for your home system, your time has come. Because now you can keep things hopping with any of these popular home video and computer formats. Get going to your nearest video store and get Q*bert today. And while you're there, check out Parker Brothers' POPEYE,® FROGGER,™ TUTANKHAM,™ and SUPER COBRA.™ All the great Arcade Action® games, now in all the great home formats.

PARKER BROTHERS

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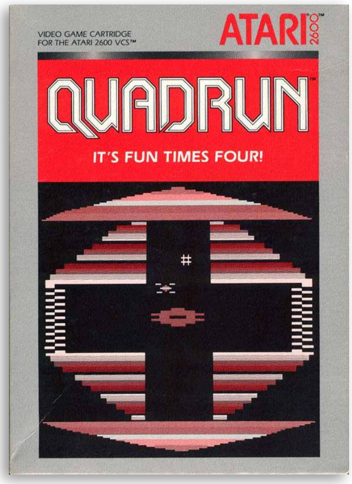

VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™
ATARI
2600
QUADRUN
IT'S FUN TIMES FOUR!

Rarity: 9

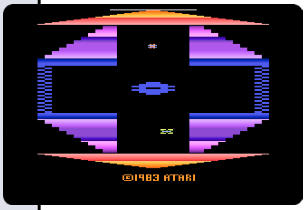
Quadrun

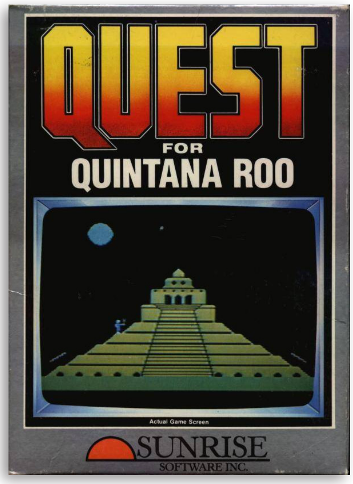
Developer	Atari *(Steve Woita)*
Publisher	Atari
Release date	1983
Genre	Shooter
Mode	1 Player

Quadrun was one of the four Atari Club games available exclusively via mail order, this title may have been available later in stores in very limited quantities. Quadrun is the first Atari 2600 game to feature voice synthesis ("Quadrun! Quadrun! Quadrun!"); the only other is Open Sesame, made by Bit Corp.

This is one of the rarest games from Atari, as only approximately 10,000 were initially made.

7.3




QUEST
FOR
QUINTANA ROO
Actual Game Screen
SUNRISE
SOFTWARE INC.

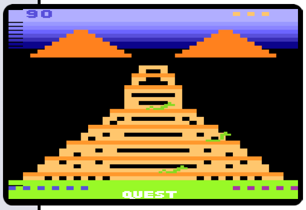
Rarity: 8
Telegames: 3

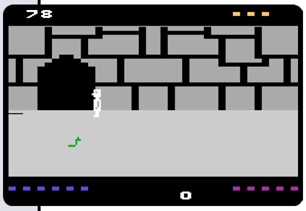
Quest for Quintana Roo

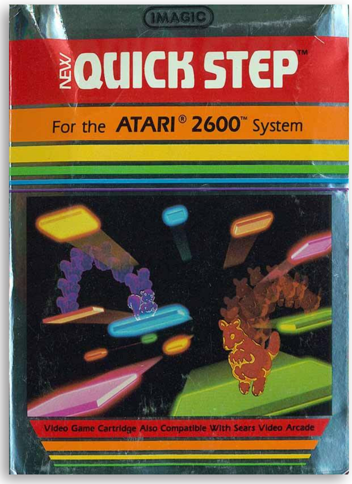
Developer	VSS
Publisher	Sunrise, Telegames
Release date	1983
Genre	Action-adventure
Mode	1 Player

Players take the role of Yucatan Sam on a quest to explore the temple of Quintana Roo. The goal is to find the vault which is hidden somewhere within and return with the treasure that is inside. Players begin their quest outside the temple; climb their way up the side of the temple in order to get inside. Poisonous snakes and deadly lightning bolts will block the progress here. Once inside the temple, they have a limited air supply so they need to explore quickly.

5.3






IMAGIC
NEW
QUICK STEP™
For the ATARI® 2600™ System
Video Game Cartridge Also Compatible With Sears Video Arcade

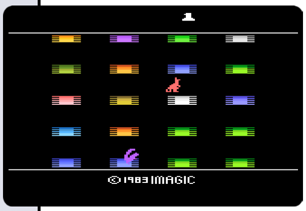
Rarity: 5

Quick Step!

Developer	Imagic *(Dave Johnson)*
Publisher	Imagic
Release date	1983
Genre	Action
Mode	1-2 Players

In Quick Step a kangaroo and squirrel are competing against each other to earn points by jumping on trampolines. The screen is made up of an array of trampolines which scroll downward. As trampolines appear at the top of the screen, they will be grey in color; as soon as it turns pink, the trampoline is now in play. Each time a critter jumps on a trampoline, the color will change to that critters color (green for the kangaroo, or blue for the squirrel).

6.3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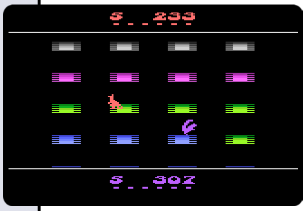
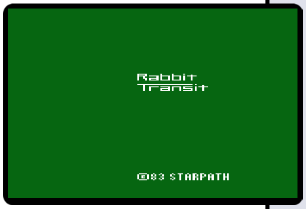
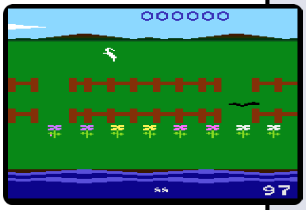
©1983 IMAGIC



8.2

Rabbit Transit

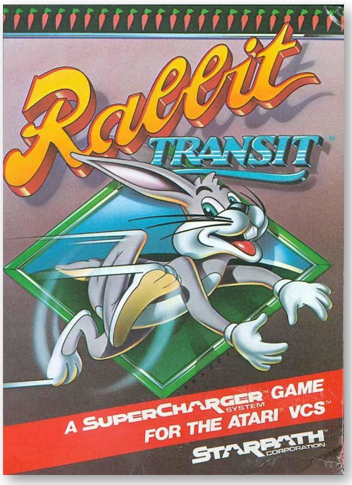

Rabbit Transit
©83 STARPATH



Developer Starpath *(Brian McGhie)*
Publisher Starpath
Release date 1983
Genre Action
Mode 1 Player

Players take the role of a rabbit who is just trying to get a mate. First it must get through the meadow and across the ledges without losing life and limb.

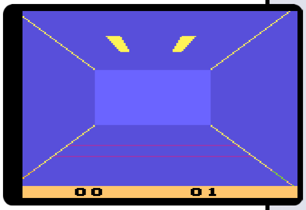
In the first level, Meadow Meanies are trying to prevent players from passing through the fence and reaching the turtle at the bottom of the screen. The Land of Ledges forces them to hop from ledge to ledge in order to change them all to the same color.

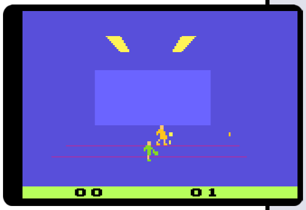

Rabbit
TRANSIT
A SUPERCHARGER SYSTEM GAME
FOR THE ATARI VCS
STARPATH CORPORATION

Rarity: 6

3.8

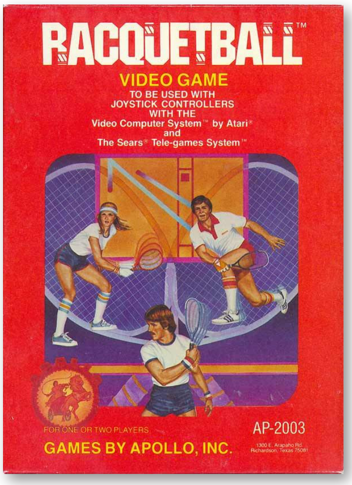
Racquetball





Developer Apollo *(P: Ed Salvo, S: Bryon Parks)*
Publisher Apollo
Release date 1981
Genre Sports
Mode 1-2 Players

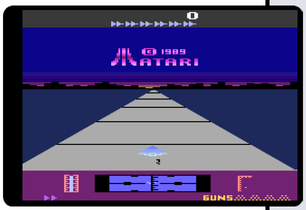
To serve, players press the red button. They hit the ball by moving their player to where the shadow of the ball is about level with their feet. The racquet will swing automatically. When they serve, the ball must hit the front wall before it hits the floor. The opponent can then hit the ball before it lands on the floor or he can let it bounce but players can only let it bounce once. It cannot bounce twice. They serve every time until they miss.


RACQUETBALL™
VIDEO GAME
TO BE USED WITH
JOYSTICK CONTROLLERS
WITH THE
Video Computer System™ by Atari®
and
The Sears® Tele-games System™
FOR ONE OR TWO PLAYERS
AP-2003
GAMES BY APOLLO, INC.

Rarity: 4

6.4

Radar Lock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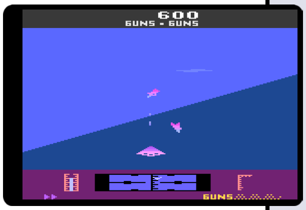
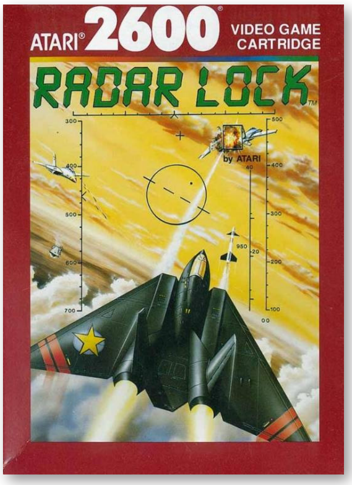
© 1989
ATARI
GUNS


600
GUNS - GUNS
GUNS

Developer Atari *(Doug Neubauer)*
Publisher Atari
Release date 1989
Genre Shooter
Mode 1-2 Players

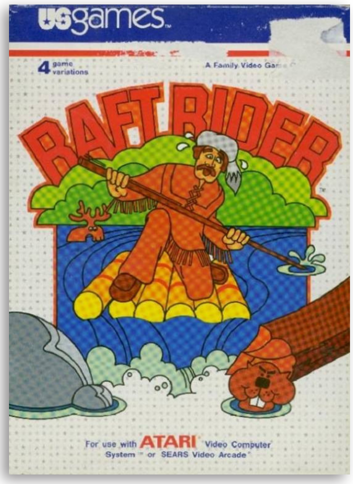
Radar Lock is an arcade style action game. The player is the pilot of a delta-wing fighter and the objective is to destroy the enemy fleet. There are five missions of increasing difficulty, each with a unique variety of enemies to destroy.

The player's jet is equipped with machine guns, guided missiles, and, in later levels, proximity mines, which can be used to destroy the Drones, Interceptors, Patrollers, Bombers, and other enemy fighters.


ATARI® 2600
VIDEO GAME CARTRIDGE
RADAR LOCK™
by ATARI

Rarity: 4

Raft Rider


usgames
4 game variations
A Family Video Game
RAFT RIDER
For use with ATARI Video Computer System or SEARS Video Arcade

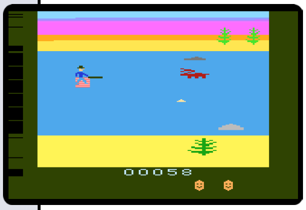
Rarity: 6
Beveled Case: 5

Developer	U.S. Games *(Dave Hampton)*
Publisher	U.S. Games
Release date	1983
Genre	Action
Mode	1 Player

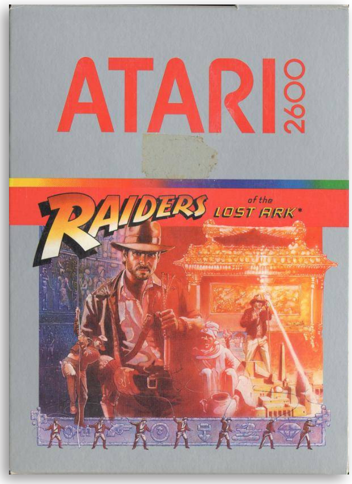
In Raft Rider players are floating down a river on a raft made out of logs. The goal is to guide the raft as far down the river as possible while avoiding the many obstacles. Players will come across dangerous rocks, trees, beavers (which chop down trees), and even a moose, all of which can sink the raft. For each segment of river you travel 125 points are earned, and additional bonus points may be earned by collecting gold nuggets which players will encounter.

5.2

US GAMES
© 1982



Raiders of the Lost Ark

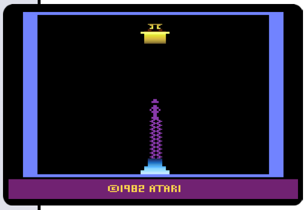

ATARI 2600
RAIDERS of the LOST ARK

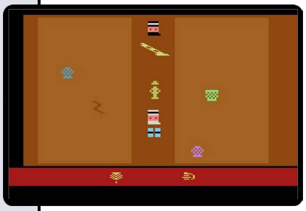
Rarity: 2
Raiders Lost Ark Label: 5

Developer	Atari *(Howard Scott Warshaw)*
Publisher	Atari
Release date	1982
Genre	Adventure
Mode	1 Player

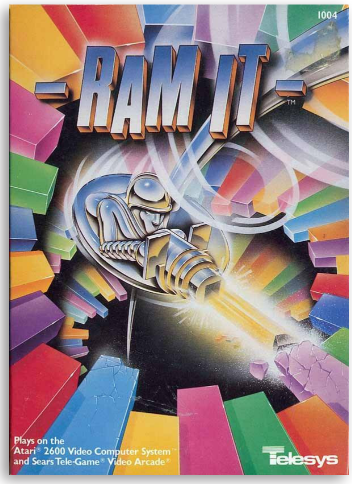
The player controls Indiana Jones as he searches for the lost Ark of the Covenant. The game requires the player to use two different controllers: controller 2 moves Jones and its button uses an item; controller 1 selects the item to use and its button drops the item. This control scheme anticipated later game controllers with more buttons and games where buttons would allow the player to switch items without interrupting gameplay.

6.0





Ram It


1004
RAM IT
Plays on the Atari 2600 Video Computer System and Sears Tele-Game Video Arcade
Telesys

Rarity: 6
Color Handle: 7

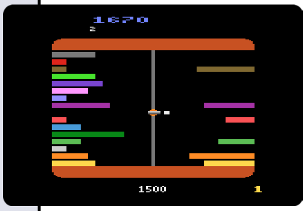
Developer	Telesys *(Jim Rupp)*
Publisher	Telesys
Release date	1983
Genre	Shooter
Mode	1-2 Players

The player takes on the role of the Ramroid, which is on a track in the center of the screen. The Ramroid can fire to the left and right. On both sides are colored bars that begin to randomly advance towards the center. The player must shoot these bars to drive them back, preferably off the screen. If a bar starts flashing, it is a bonus bar and shooting it gets the player larger points as well as clearing it from the screen completely.

"mobygames.com"

7.0

Telesys
Ram It
5000
1



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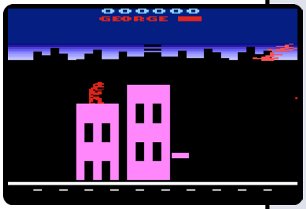
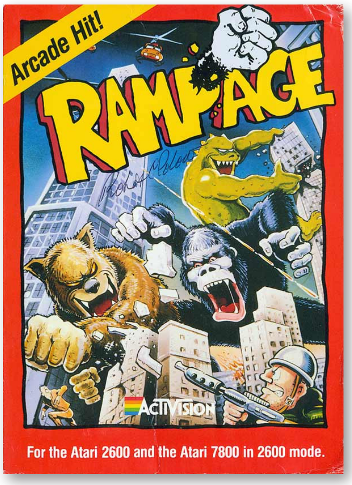
©1989
ACTIVISION
RAMPAGE


000000
GEORGE

Rampage

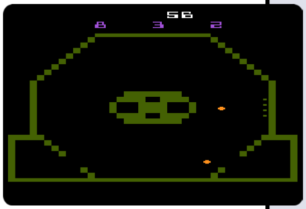
Developer	Activision *(Bob Polaro)*
Publisher	Activision
Release date	1989
Genre	Action
Mode	1-2 Players

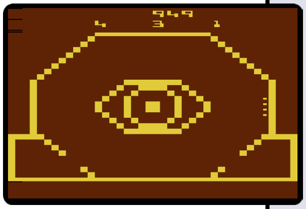
Rampage is a port of the Midway arcade game with the same title. This version was programmed by Bob Polaro, who programmed several other 2600 games. The premise of Rampage is simple: Players have been turned into a gigantic mutant creature, either a giant ape, a giant lizard, or a giant wolf, and are now bent on wreaking havoc across the entire United States. They must destroy buildings and eat anyone that stands in their way.


Arcade Hit!
RAMPAGE
ACTIVISION
For the Atari 2600 and the Atari 7800 in 2600 mode.

Rarity: 5

6.1

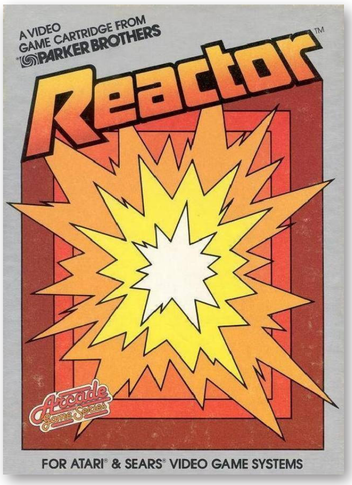




Reactor

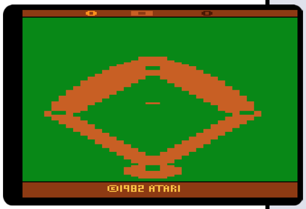
Developer	Parker Brothers *(Charlie Heath)*
Publisher	Parker Brothers
Release date	1982
Genre	Action
Mode	1-2 Players

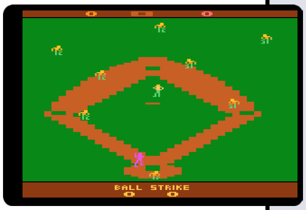
The object of the game is to cool down the reactor core without being hurled by magnetism and repulsion by enemy swarms of nuclear particles. The reactor core at the center of the screen is surrounded by a deadly kill wall. Roaming throughout the available space are positrons, neutrinos, and photons, all of which will be trying to knock the player's ship into the wall. To survive, the player will need to knock all of these attacking particles into the kill wall to destroy them.


A VIDEO GAME CARTRIDGE FROM
PARKER BROTHERS
Reactor
TM
Arcade Game Series
FOR ATARI® & SEARS® VIDEO GAME SYSTEMS

Rarity: 2

5.4

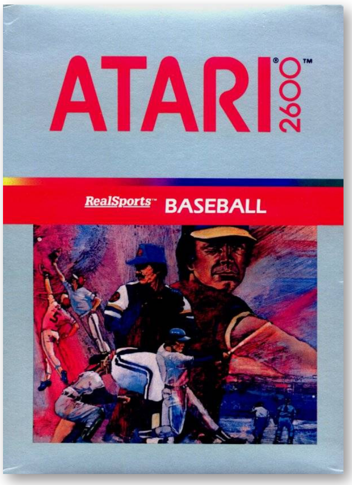



BALL STRIKE
0 0

RealSports Baseball

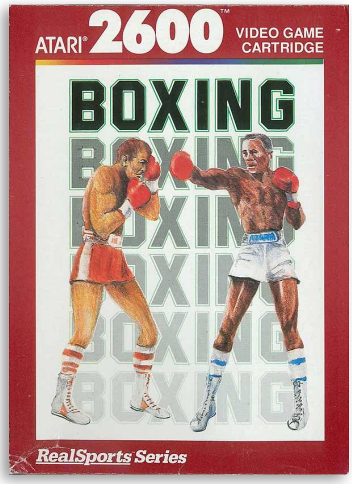
Developer	Atari *(Joseph Tung)*
Publisher	Atari
Release date	1982
Genre	Sports
Mode	1-2 Players

RealSports Baseball is an action game which can be played by two players or one player against the computer. The game allows players to bunt the ball or try for a homerun, steal bases, and throw several types of pitches from a fast ball to a curve ball. Several game variations are included which allow them to select whether the home or visiting team is at bat first, and whether or not a player can swing only at pitches that are a strike, or they can swing at any pitch.


ATARI® 2600™
RealSports™ BASEBALL

Rarity: 2

RealSports Boxing

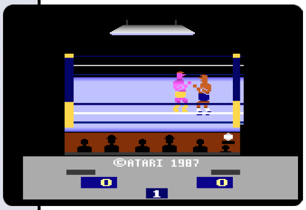

ATARI 2600
VIDEO GAME CARTRIDGE
BOXING
RealSports Series

Rarity: 3

5.2

Developer	Atari
Publisher	Atari
Release date	1987
Genre	Sports
Mode	1-2 Players

RealSports Boxing has a side view of the ring, allowing the player to move up and down, as well as from left to right. There are four selectable characters in the game, Lefty O'Leary, Jabbin' Jack, Macho Man, or Iron Fists. The aim of the game is to knock out the opposition by filling up a bar at the bottom of the screen which allows the player to deliver the knock out blow. The game can be played with two players simultaneously.


©ATARI 1987
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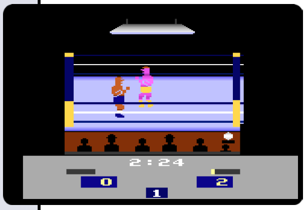
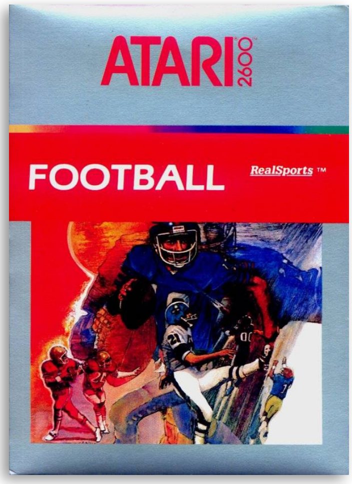


RealSports Football


ATARI 2600
FOOTBALL
RealSports

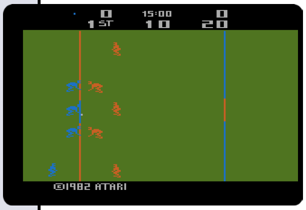
Rarity: 2

6.0

Developer	Atari *(Robert Zdybel)*
Publisher	Atari
Release date	1982
Genre	Sports
Mode	1-2 Players

RealSports Football presents a greatly simplified version of football for play. Players in the game cannot go out of bounds or fumble the football, and there are no penalties in the game. Also, touchdowns automatically score 7 points; there is no kicking for extra points.

The game was well received, gaining a Certificate of Merit in the category of "1984 Best Sports Videogame" at the 5th annual Arkie Awards.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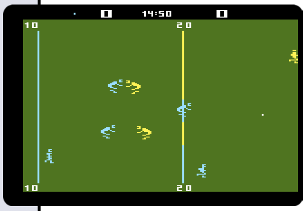
©1982 ATARI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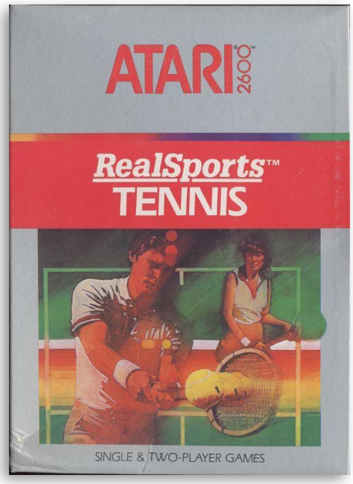
RealSports Tennis


ATARI 2600
RealSports
TENNIS
SINGLE & TWO-PLAYER GAMES

Rarity: 3

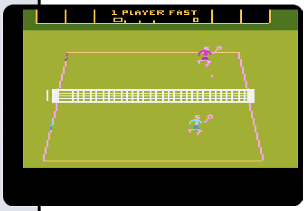
6.9

Developer	Atari
Publisher	Atari
Release date	1983
Genre	Sports
Mode	1-2 Players

RealSports Tennis is a tennis game for two players or one player against the computer. The game follows standard tennis rules, and allows players to hit forehand or backhand shots to all areas of the court as well as serves and lobs. They can play a game of singles or doubles, and multiple skill levels are included.

"mobygames.com"

TENNIS
ATARI ©1983


1 PLAYER FAST
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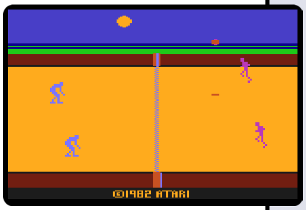
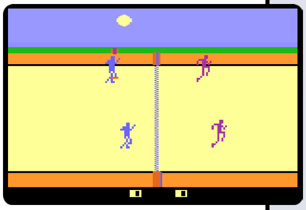
6.6

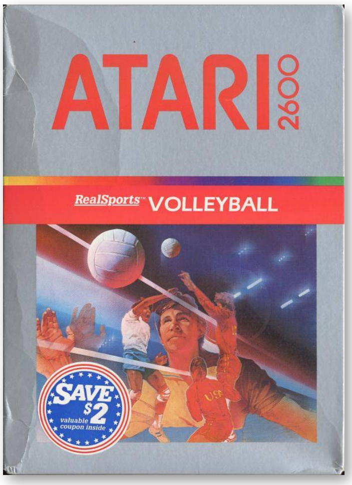
RealSports Volleyball





Developer	Atari *(G:Alan Murphy, P: Bob Polaro)*
Publisher	Atari
Release date	1982
Genre	Sports
Mode	1-2 Players

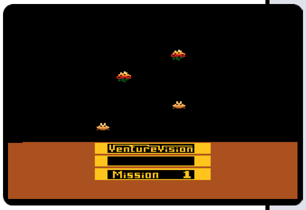
The game follows traditional volleyball rules; the first team to score 15 points wins. Players control both players on the team, which have the ability to serve, set, spike, and block. There are several game variations included; two game difficulties and two player speeds. In the easier version of the game, the ball will automatically be sent back over the net when hit. In the advanced version, the game also allows players to set the ball between teammates.

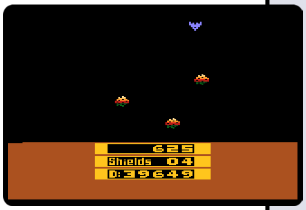

ATARI 2600
RealSports VOLLEYBALL
SAVE $2 valuable coupon inside

Rarity: 3

5.5

Rescue Terra I


VentureVision
Mission 1


625
Shields 04
D:39649

Developer	VentureVision *(Dan Oliver)*
Publisher	VentureVision
Release date	1982
Genre	Shooter
Mode	1 Player

Terra I supplies Earth with Zenbar crystals, which is used to supply 72% of the power to Earth. Ordinarily, a computer controls the defense systems but it looks to have been sabotaged. Space pirates are in the area and the robot interceptors are working against the players. The orders are to fly the F-117 Starwarrior to Terra I, destroying anything that tries to harm it.

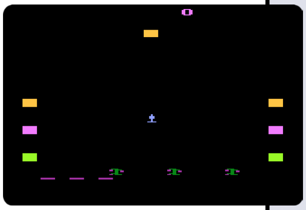
"mobygames.com"

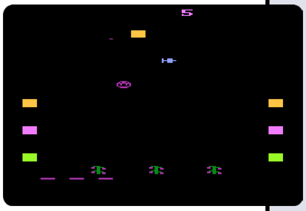
RESCUE TERRA I™
by VentureVision
GAME CARTRIDGE
for use with the ATARI VIDEO COMPUTER SYSTEM™

Rarity: 9

5.9

Revenge of the Beefsteak Tomatoes

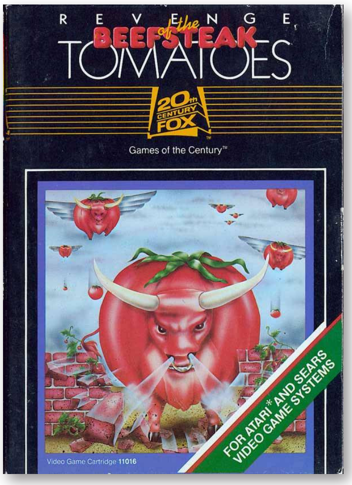




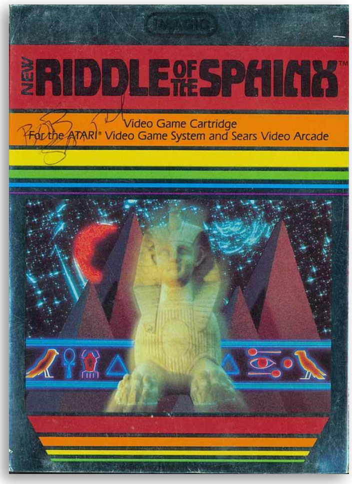
Developer	20th Century Fox *(John Russell)*
Publisher	20th Century Fox
Release date	1983
Genre	Shooter
Mode	1 Player

Players must build three walls above the tomato plants at the bottom. They must also dodge tomato bombs shot by the tomato plants, shoot tomato vines that grow on any part of the wall, shoot cherry tomatoes and shoot or dodge beefsteak tomatoes.

It is believed that title and the concept of this game are inspired by the cult movie Attack of the Killer Tomatoes.


REVENGE of the BEEFSTEAK TOMATOES
20th Century Fox
Games of the Century™
FOR ATARI® AND SEARS VIDEO GAME SYSTEMS
Video Game Cartridge 11016

Rarity: 4


IMAGIC
NEW
RIDDLE OF THE SPHINX™
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade

Rarity: 2

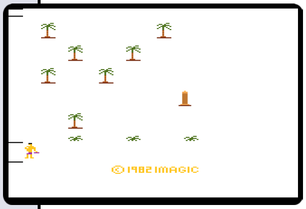
Riddle of the Sphinx

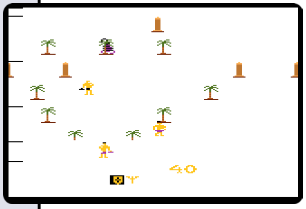
6.3

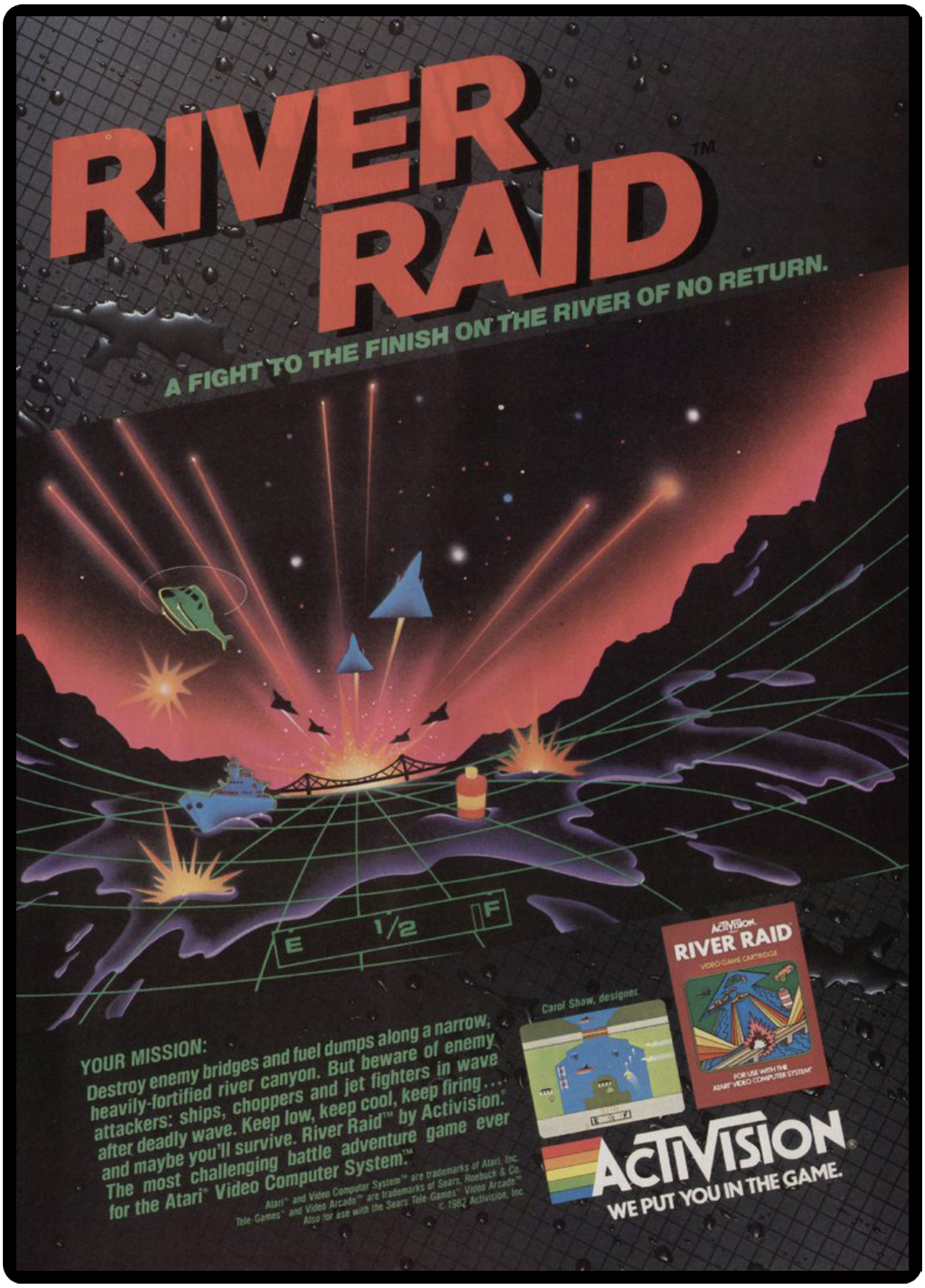
Developer Imagic *(Bob Smith)*
Publisher Imagic
Release date 1982
Genre Action-adventure
Mode 1 Player

As the Pharoh's Son, it is up to the player to lift the curse of Anubis, God of the Dead, by reaching the Temple of Ra, and solving the riddle of the Sphinx.

Armed with a sling and a pile of rocks, the Prince must navigate past thieves and scorpions on his journey. He can trade with wandering nomads, dig for buried treasure, make offerings to the gods, or seek counsel and healing with Isis, the goddess of fertility and motherhood.


© 1982 IMAGIC




RIVER RAID™
A FIGHT TO THE FINISH ON THE RIVER OF NO RETURN.
E
1/2
F
Carol Shaw, designer.
ACTIVISION
RIVER RAID
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™
ACTIVISION®
WE PUT YOU IN THE GAME.

YOUR MISSION:
Destroy enemy bridges and fuel dumps along a narrow, heavily-fortified river canyon. But beware of enemy attackers: ships, choppers and jet fighters in wave after deadly wave. Keep low, keep cool, keep firing... and maybe you'll survive. River Raid™ by Activision® The most challenging battle adventure game ever for the Atari® Video Computer System.™

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Tele-Games™ and Video Arcade™ are trademarks of Sears, Roebuck & Co.
Also for use with the Sears Tele-Games™ Video Arcade™
© 1982 Activision, Inc.

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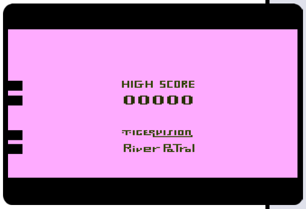
HIGH SCORE
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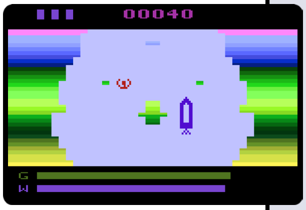
TIGERVISION
River Patrol

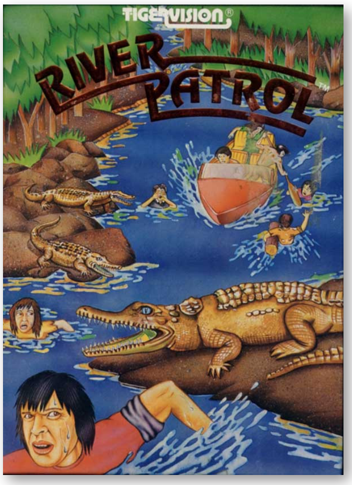


River Patrol

Developer	Tigervision
Publisher	Tigervision
Release date	1984
Genre	Action
Mode	1 Player

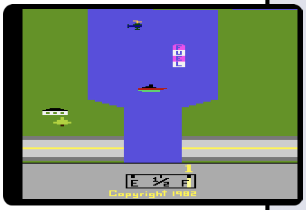
Players take the role of the captain of a river patrol ship in this top-down game. Their mission: to save the poor souls who fell into the river. In the ship's way lay boulders, crocodiles, and tree logs, all waiting to sink the vessel. The Atari 2600 version has the distinction of being one of the games with music.

This game is one of the more rare Atari 2600 games, and very sought after by collectors.


TIGERVISION
RIVER PATROL

Rarity: 9

8.0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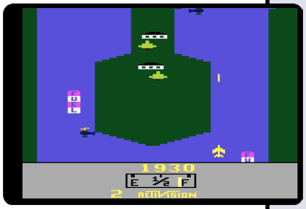
Copyright 1982

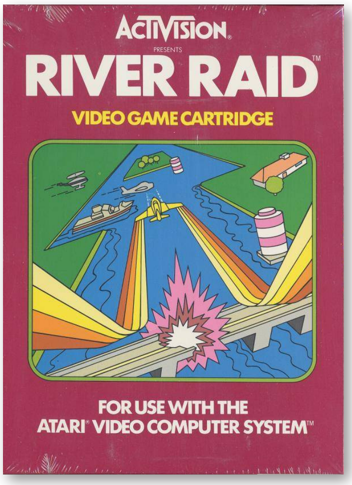

1930
E ½ F
2 ACTIVISION

River Raid

Developer	Activision *(Carol Shaw)*
Publisher	Activision
Release date	1982
Genre	Shooter
Mode	1-2 Players

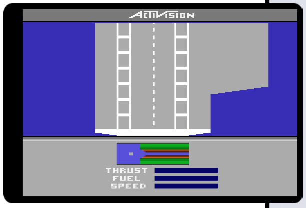
River Raid is a scrolling shooter video game designed and developed by Carol Shaw, and published by Activision in 1982 for the Atari 2600. Over a million game cartridges were sold.

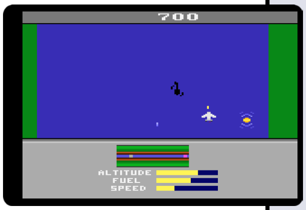
Viewing from a top-down perspective, the player flies a fighter jet over the River of No Return in a raid behind enemy lines. Unlike later scrolling shooters, there is little or no enemy fire in River Raid.


ACTIVISION
PRESENTS
RIVER RAID™
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM™

Rarity: 2
Blue Label: 3

6.9


ACTIVISION
THRUST
FUEL
SPEED


700
ALTITUDE
FUEL
SPEED

River Raid II

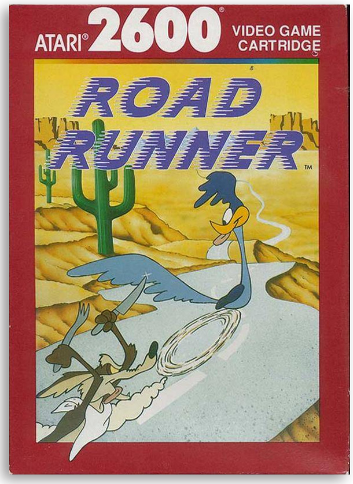
Developer	Imagineering *(David Lubar)*
Publisher	Activision
Release date	1988
Genre	Shooter
Mode	1-2 Players

David Lubar's River Raid II is much more technical than the original. This time around players have to take off and land their F-14 assault jet, use radar and refuel in mid air. Their jet's altitude factors into this game, as they use missiles to attack helicopters and jets and your torpedoes on enemy sea vessels, tanks, water towers, landing strips, buildings, and bridges.

"panda_racer@atariage.com"

RIVER RAID II
For the Atari 2600 and the Atari 7800 in 2600 mode.
ACTIVISION

Rarity: 6


ATARI 2600 VIDEO GAME CARTRIDGE
ROAD RUNNER

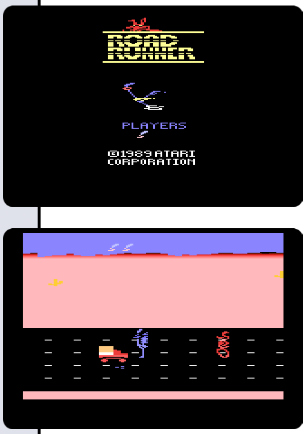
Rarity: 6

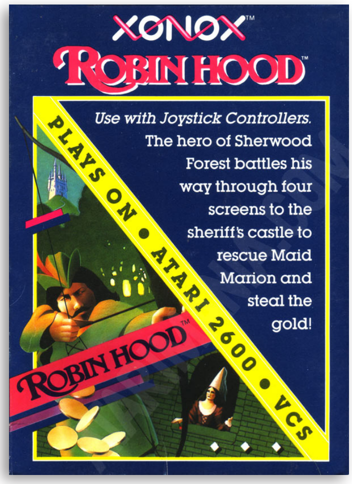
Road Runner

6.6

Developer	Atari *(Bob Polaro)*
Publisher	Atari
Release date	1989, 1992
Genre	Platformer
Mode	1-2 Players

Road Runner is a variant of the platformer genre, based on the Wile E. Coyote and Road Runner shorts. The player controls Road Runner, who is chased by Wile E. Coyote. In order to escape, Road Runner runs endlessly to the left. While avoiding the coyote, the player must pick up bird seeds on the street, avoid obstacles like cars, and get through mazes. Sometimes Wile E. Coyote will just run after the Road Runner, but he occasionally uses tools like rockets and roller skates.


ROAD RUNNER
PLAYERS
©1989 ATARI CORPORATION


XONOX
ROBIN HOOD
Use with Joystick Controllers.
The hero of Sherwood Forest battles his way through four screens to the sheriff's castle to rescue Maid Marion and steal the gold!
PLAYS ON • ATARI 2600 • VCS
ROBIN HOOD

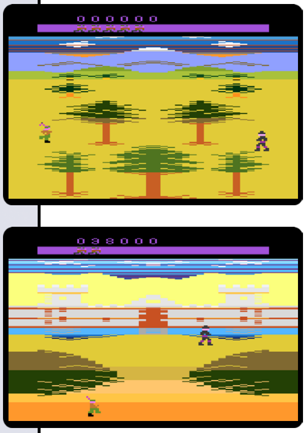
Rarity: 8

Robin Hood

5.8

Developer	Xonox
Publisher	Xonox
Release date	1983
Genre	Action
Mode	1-2 Players

Robin Hood is an action game where players need to rescue Maid Marian who is being held by the Sheriff of Nottingham in a castle. Gameplay takes place on several different screens which have different objectives. First he will need to make his way through Sherwood Forest. The next section takes place outside of the castle. Inside the castle he will be able to find Maid Marian behind one of the many doors, and gold behind another.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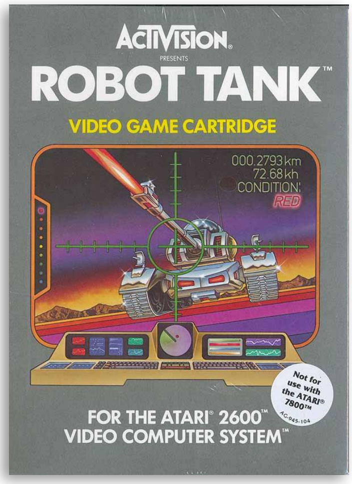

ACTIVISION
PRESENTS
ROBOT TANK
VIDEO GAME CARTRIDGE
000.2793km
72.68kh
CONDITION:
RED
Not for use with the ATARI 7800
FOR THE ATARI 2600 VIDEO COMPUTER SYSTEM

Rarity: 3
Blue Label: 4

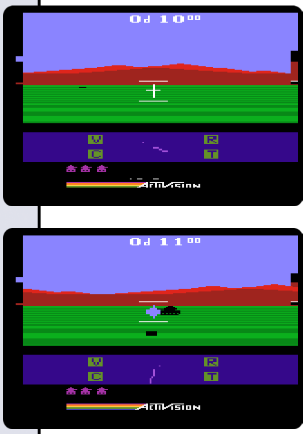
Robot Tank

7.1

Developer	Activision *(Alan Miller)*
Publisher	Activision
Release date	1983
Genre	Simulation, Shooter
Mode	1 Player

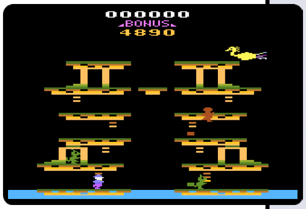
The player remotely controls a robot tank in 2019. The mission is to locate enemy rebel tanks rampaging across the countryside with radar, then destroy them with a cannon to stop them from reaching downtown Santa Clara, California, United States.

As tanks are damaged, radar, speed, firepower and/or visual display capabilities are irreparably worsened. Enough damage will eventually destroy a tank.


ACTIVISION

4.6

Roc 'N Rope
©1983 KONAMI
©1984 COLECO

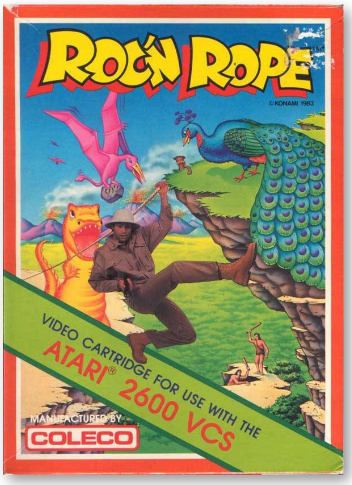

000000
BONUS
4890

Roc N Rope

Developer	Individeo *(Ed English)*
Publisher	Coleco
Release date	1984
Genre	Platformer
Mode	1-2 Players

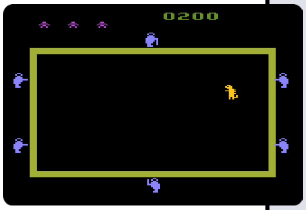
Roc'n Rope was originally released as a 1983 arcade game by Konami. The player, a flashlight- and harpoon gun- equipped archaeologist, has to ascend a series of rocky platforms in a Lost World scenario to reach a Phoenix bird, the object of his quest.

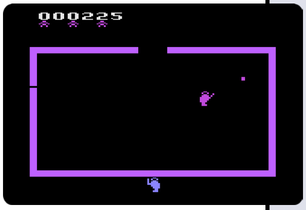
Roc'n Rope was ported to the Atari 2600 and ColecoVision. The ColecoVision version was more faithful to the original, while the Atari port was rudimentary at best.


ROC'N ROPE
© KONAMI 1983
VIDEO CARTRIDGE FOR USE WITH THE
ATARI® 2600 VCS
MANUFACTURED BY
COLECO

Rarity: 5

6.4



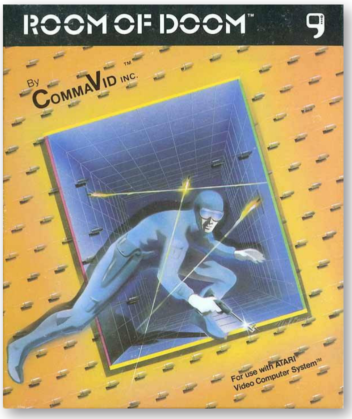


Room of Doom

Developer	CommaVid *(Irwin Gaines)*
Publisher	CommaVid
Release date	1982
Genre	Shooter
Mode	1 Player

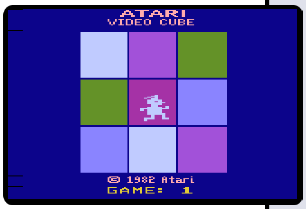
Players are trapped in a room with a monster. Outside the room, gunmen are shooting at the players. To advance, they must shoot the gunman when the portals are open. They can shoot the monster but it will only be stunned and if they stay in the same room too long, the monster becomes immune to the weapon.

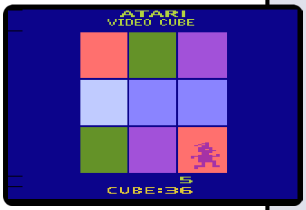
There are sixty-four game variations. In some, the gunmen shoot in a straight line only, others they aim at where ever players are, others are slow and others fast.


ROOM OF DOOM™
9
By COMMAVID INC.
For use with ATARI® Video Computer System™

Rarity: 6

5.4


ATARI
VIDEO CUBE
© 1982 Atari
GAME: 1

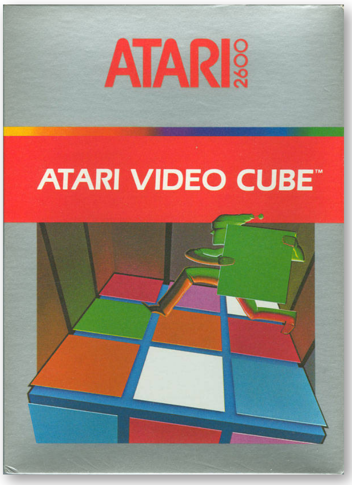

ATARI
VIDEO CUBE
5
CUBE:36

Rubik's Cube

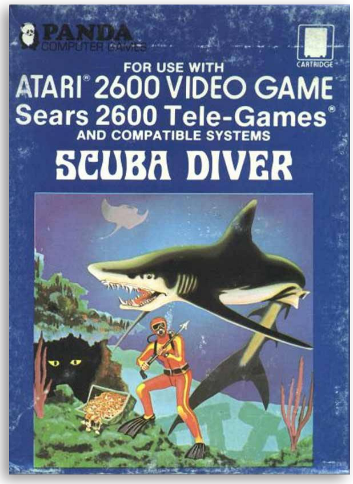
Developer	Atari *(Peter C. Niday)*
Publisher	Atari
Release date	1982
Genre	Strategy
Mode	1 Player

The game utilizes a Pocket Cube, Rubik's Cube, and the Rubik's Revenge, but instead of rotating the sections of the cube, the player runs around, switching out the colors. However, the player cannot run onto a square of the same color that is being switched.

Rubik's Cube is a rare re-release of the game.


ATARI 2600
ATARI VIDEO CUBE™

Rarity: 8
Atari Video Cube: 7


PANDA
COMPUTER GAMES
FOR USE WITH
ATARI® 2600 VIDEO GAME
Sears 2600 Tele-Games®
AND COMPATIBLE SYSTEMS
SCUBA DIVER

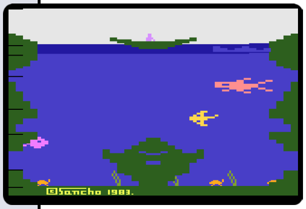
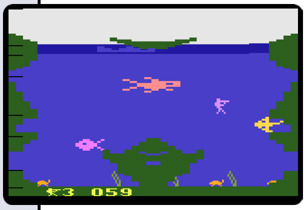
Rarity: 6
Sea Hunt: 4

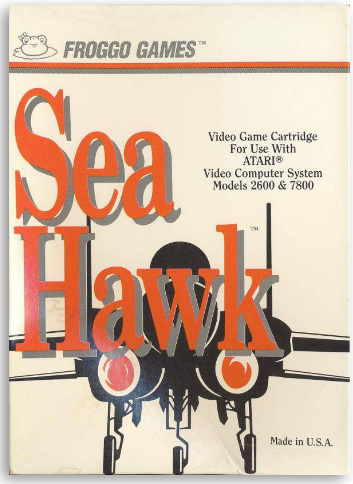
Scuba Diver

4.0

Developer	Panda
Publisher	Panda, Froggo
Release date	1983
Genre	Action
Mode	1 Player

The action begins aboard a boat, and players must jump overboard, avoid and/or harpoon fish, enter a shipwreck on the ocean floor (which takes them to another screen), avoid crabs, grab three treasures, and then return to the ship unscathed.


FROGGO GAMES™
Sea
Hawk
Video Game Cartridge
For Use With
ATARI®
Video Computer System
Models 2600 & 7800
Made in U.S.A.

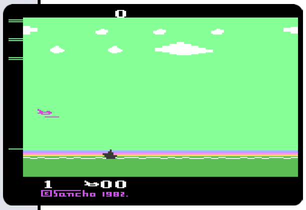
Rarity: 4
Panda: 6

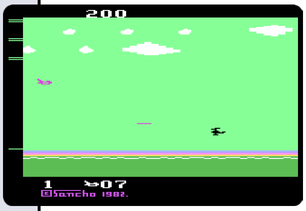
Sea Hawk

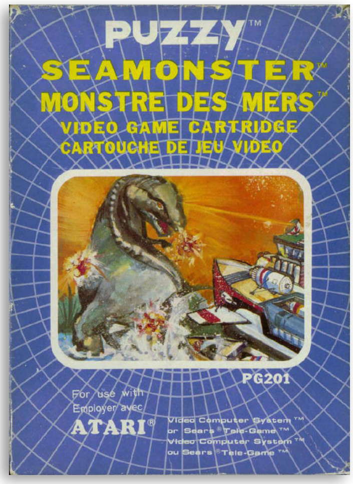
5.7

Developer	Froggo
Publisher	Froggo
Release date	1988
Genre	Shooter
Mode	1 Player

Sea Hawk is a fast-paced shooting game that has players in control of a fighter jet named the Sea Hawk, blasting away at enemy helicopters and ships. Two weapons are at their command: Missiles and bombs. If an enemy missile hits the plane, the pilot will eject and use his parachute. If they guide him to a friendly ship and a life won't be lost. There are no levels to complete or bosses to beat, and gameplay can continue for as long as players can last.






PUZZY™
SEAMONSTER™
MONSTRE DES MERS™
VIDEO GAME CARTRIDGE
CARTOUCHE DE JEU VIDEO
PG201
For use with
Employer avec
ATARI®

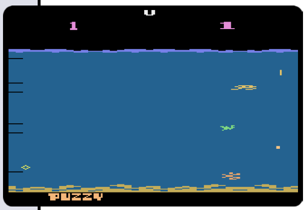
Rarity: 9

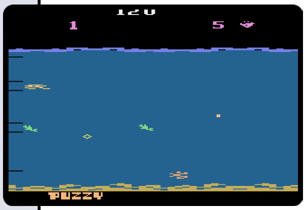
Seamonster

6.8

Developer	Puzzy
Publisher	Puzzy
Release date	1982
Genre	Action
Mode	1-2 Players

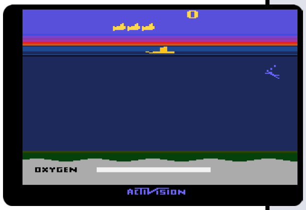
In Sea Monster players control a ship out in the open seas. Beneath the waves are numerous sea monsters, many of which are attacking their ship. The ship is located at the top of the screen, and the goal is to earn as many points as possible by shooting the various sea monsters that swim by. The deeper in the ocean the monster is, the more points it is worth. Gameplay is for one or two players, and several game variations are available which control the speed and difficulty.





7.7

Seaquest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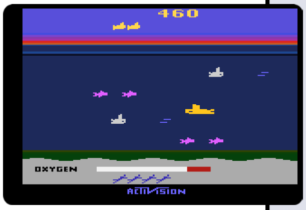
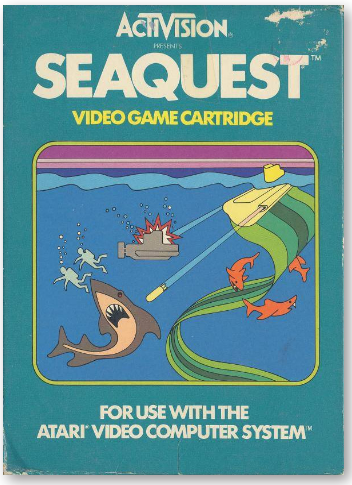
OXYGEN
ACTIVISION


460
OXYGEN
ACTIVISION

Developer	Activision *(Steve Cartwright)*
Publisher	Activision
Release date	1983
Genre	Shooter
Mode	1-2 Players

Seaquest is an Atari 2600 game designed by Steve Cartwright. The game is a submarine combat game in which the player controls a water vessel and must avoid, collect, or destroy various objects at different levels of depth. The player must pick up divers under water and must get air from the surface before the air meter drains out.

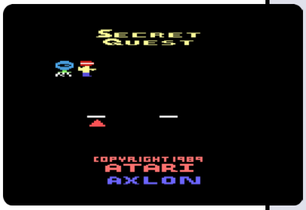
The game was made available on Microsoft's Game Room service for its Xbox 360 and for PCs in 2010.

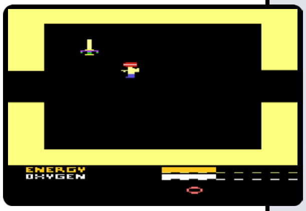

ACTIVISION
PRESENTS
SEAQUEST™
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI® VIDEO COMPUTER SYSTEM™

Rarity: 2

7.1

Secret Quest


SECRET QUEST
COPYRIGHT 1989
ATARI
AXLON

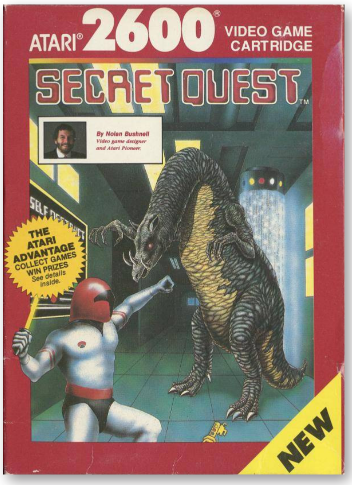

ENERGY
OXYGEN

Developer	Axlon *(D: Nolan Bushnell, P: Steve DeFrisco)*
Publisher	Atari
Release date	1989
Genre	Adventure, Role-Playing
Mode	1 Player

Made by Axlon, Nolan Bushnell asked Steve DeFrisco to create something in reaction to Nintendo's Zelda adventure game. Steve's solution was to place the game in a futuristic scenario and use simple color coding tricks on the rooms (like Adventure and Superman) to give the impression of an expansive world.

The game is most notable in being the final licensed Atari 2600 game released in North America.

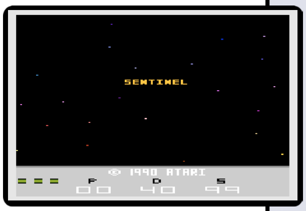
"atariage.com"

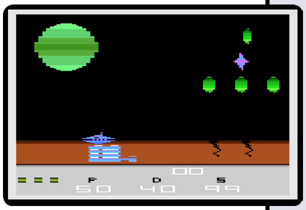

ATARI® 2600
VIDEO GAME CARTRIDGE
SECRET QUEST™
By Nolan Bushnell
THE ATARI ADVANTAGE
COLLECT GAMES
WIN PRIZES
See details inside.
NEW

Rarity: 4

5.0

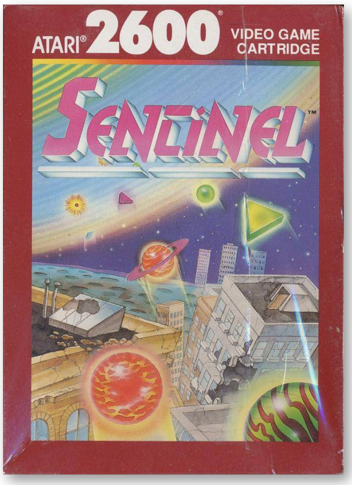
Sentinel


SENTINEL
© 1990 ATARI



Developer	Imagineering *(David Lubar)*
Publisher	Atari
Release date	1990
Genre	Light-gun
Mode	1 Player

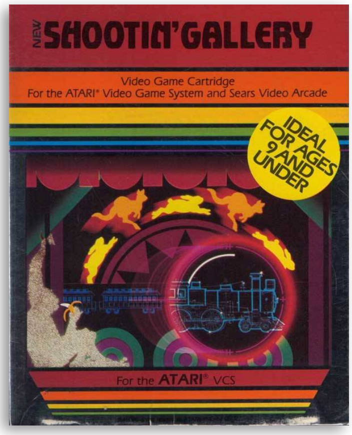
Sentinel is a side scrolling action game. Several worlds have fallen victim of an alien attack, and players need to free them. To do this, a glowing orb called the Sentinel has been sent which can absorb the alien energy. As the Sentinel floats above the various, scrolling landscapes, players need to protect it from attacks by using the light gun to destroy enemies and enemy fire. If they don't destroy an enemy, it will deplete the Sentinels energy supply which will eventually destroy it.


ATARI® 2600
VIDEO GAME CARTRIDGE
SENTINEL™

Rarity: 5

Shootin’ Gallery

6.5

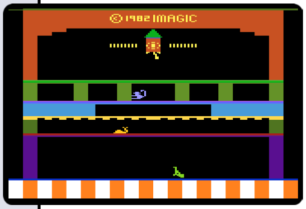

NEW SHOOTIN' GALLERY
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade
IDEAL FOR AGES 9 AND UNDER
For the ATARI® VCS

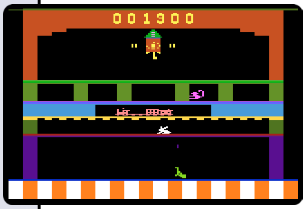
Rarity: 5

Developer	Imagic *(Dennis Koble)*
Publisher	Imagic
Release date	1983
Genre	Shooter
Mode	1 Player

Shootin’ Gallery is a target shooting game similar to Sega’s Carnival. Players control a gun at the bottom of the screen while various types of targets move left and right above. Given a limited amount of ammo, they need to earn as many points as possible by shooting the targets (which include trains, snails, frogs, kangaroos, monkeys, and more). Naturally more points are awarded for targets that are further away or tougher to hit.

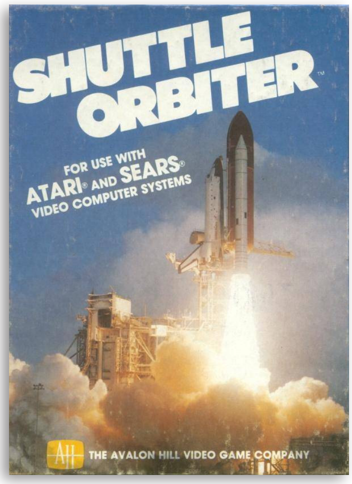
“mobygames.com”


© 1982 IMAGIC



Shuttle Orbiter

3.5


SHUTTLE ORBITER
FOR USE WITH ATARI® AND SEARS® VIDEO COMPUTER SYSTEMS
THE AVALON HILL VIDEO GAME COMPANY

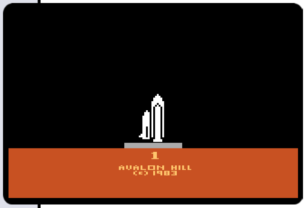
Rarity: 7

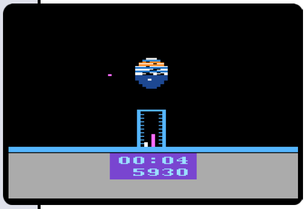
Developer	Avalon Hill *(Bill Hood)*
Publisher	Avalon Hill
Release date	1983
Genre	Action, Simulation
Mode	1 Player

Players must get ten parts from an orbiting factory to an incomplete space station. Unfortunately, a comet passed near Earth and left a space debris field that they will need to avoid.

The difficulty switches and select switch are not used. After players press fire on the joystick, move the stick up or down to select the difficulty level, from 0 to 3. Game 0 has no space debris.

“mobygames.com”


1
AVALON HILL
(C) 1983



Sir Lancelot

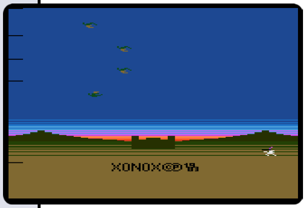
4.5

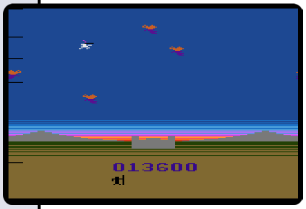
XONOX
Sir LANCELOT
PLAYS ON • ATARI 2600 • VCS
Ride the winged horse Pegasus to destroy flying beasts and dragons and save lovely maidens from a fate worse than death. Battle through 8 exciting screens! Use with Joystick Controllers.

Rarity: 7

Developer	Xonox *(Anthony R. Henderson)*
Publisher	Xonox
Release date	1983
Genre	Action
Mode	1 Player

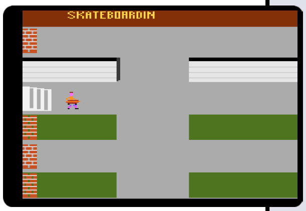
A damsel in distress is being held in a castle by a fire breathing dragon. As Sir Lancelot, players need to ride their winged horse Pegasus to the rescue. Each level in this action game consists of two screens. First they are outside the castle which is guarded by numerous flying creatures. They need to fly around the screen and destroy all of the creatures by hitting them with their lance. After all of the creatures are gone, they enter the second screen which is inside the castle.

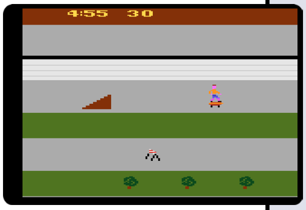




7.3

Skate Boardin’

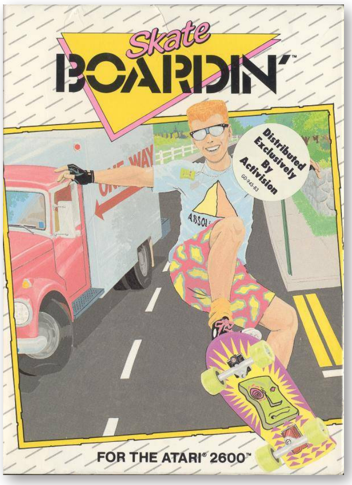

SKATEBOARDIN



Developer	Absolute Entertainment *(David Crane)*
Publisher	Absolute Entertainment
Release date	1987
Genre	Sports
Mode	1 Player

The player must locate and successfully negotiate thirty hidden tricks in the form of ramps and pipes within a time limit of five minutes. To save time it is possible to skitch on the back of moving vehicles. The fire button makes the player jump, although there is no need to do this in the game, other than to jump back on to the skateboard after falling off.

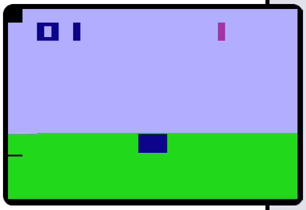
One of the first ever skateboarding based video games, it is widely regarded as a poor attempt at the genre.

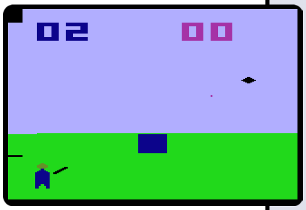

Skate
BOARDIN'
Distributed Exclusively By Activision
FOR THE ATARI® 2600™

Rarity: 4

4.2

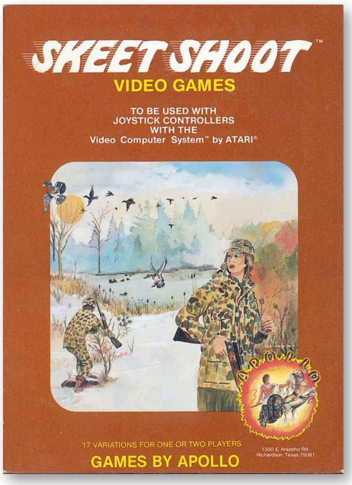
Skeet Shoot





Developer	Apollo *(Ed Salvo)*
Publisher	Apollo
Release date	1981
Genre	Shooter, Sports
Mode	1 Player

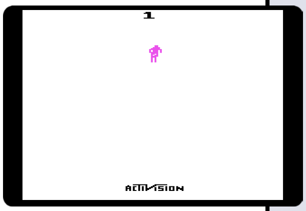
Players assume the role of a skeet shooter shooting clay pigeons. There is a two-player mode where the players alternate. It was developed by programmer Ed Salvo in his Iowa home and purchased by Pat Roper for release in December 1981 under the newly formed Apollo. Despite negative reviews, it was a financial success, and led to Salvo’s continuation with the company, where he became Director of Development.


SKEET SHOOT™
VIDEO GAMES
TO BE USED WITH JOYSTICK CONTROLLERS WITH THE Video Computer System™ by ATARI®
APOLLO
17 VARIATIONS FOR ONE OR TWO PLAYERS
GAMES BY APOLLO

Rarity: 5

5.7

Skiing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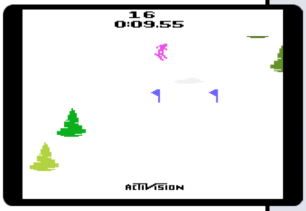
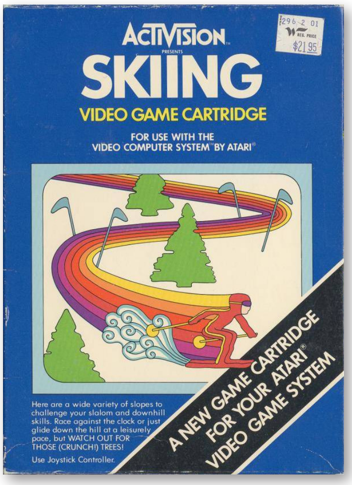
ACTIVISION


16
0:09.55
ACTIVISION

Developer	Activision *(Bob Whitehead)*
Publisher	Activision
Release date	1980
Genre	Sports
Mode	1 Player

Skiing, authored by Bob Whitehead, is a single player only game, in which the player uses the joystick to control the direction and speed of a stationary skier at the top of the screen, while the background graphics scroll upwards, thus giving the illusion the skier is moving. The player must avoid obstacles, such as trees and moguls.


ACTIVISION
PRESENTS
SKIING
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM BY ATARI
$21.95
Here are a wide variety of slopes to challenge your slalom and downhill skills. Race against the clock or just glide down the hill at a leisurely pace, but WATCH OUT FOR THOSE (CRUNCH!) TREES!
Use Joystick Controller.
A NEW GAME CARTRIDGE FOR YOUR ATARI® VIDEO GAME SYSTEM

Rarity: 2
Blue Label: 3

B.B.& G. Hamburg

DIE NEUE GENERATION TELESPIELE FÜR JEDEN FERNSEHER

SKY DIVER
COMBAT
BREAKOUT
BASIC MATH
HUNT & SCORE
MINIATURE GOLF
OUTLAW
BOWLING
CIRCUS ATARI
SPACE INVADERS
SUPERMAN
STREET RACER
GOLF
AIR-SEA BATTLE
VIDEO CHESS
NIGHT DRIVER
BASKETBALL
SURROUND
ATARI

ProgrammCassette FALLSCHIRM-SPRINGER

SPIEL MIT

Erleben Sie Spaß, Action und Spannung – bei den heißesten Super-Telespielen, die es je gab. Da fallen die Tore und scharfe Schüsse. Da rasen Sie mit dem Rennwagen über kurvenreiche Pisten. Da springen Sie mit dem Fallschirm ab oder jagen die kleinen grünen Männchen vom anderen Stern. Spielen Sie mit! ATARI ist schon ein starkes Programm. Mit über 30 ProgrammCassetten. Mehr darüber erfahren Sie beim führenden Fernseh- und Spielwaren-Fachhandel sowie in allen Kaufhäusern.

VIDEO COMPUTER SYSTEM

ATARI®

A Warner Communications Company

DAS STARKE PROGRAMM

Ausführliche Informationen durch ATARI ELEKTRONIK-VERTRIEBS-GMBH · Arndtstraße 16 · 2000 Hamburg 76

Anschrift:

PL 2-8

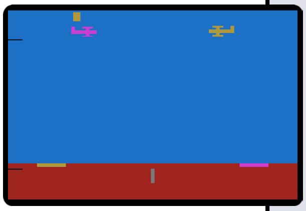
6.7

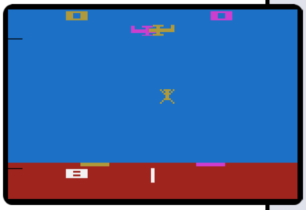
Sky Diver

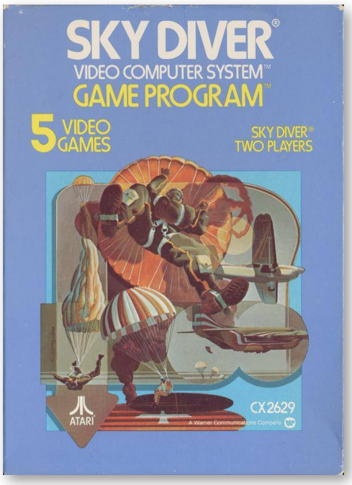
Developer	Atari *(Jim Huether)*
Publisher	Atari
Release date	1979
Genre	Action
Mode	2 Players

Sky Diver is an arcade video game designed by Owen Rubin, and released by Atari in 1978. It was ported to Atari 2600 in the same year by Jim Huether.

The object of the game is to jump out of a plane, release a parachute and land on the landing pad. To get higher points, the player must release the parachute closer to the ground. The player has nine jumps. If the landing pad is missed, the player loses points. The highest score possible is 99 points.






SKY DIVER
VIDEO COMPUTER SYSTEM
GAME PROGRAM
5 VIDEO GAMES
SKY DIVER TWO PLAYERS
ATARI
CX2629

Rarity: 2

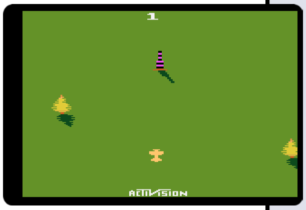
6.2

Sky Jinks

Developer	Activision *(Bob Whitehead)*
Publisher	Activision
Release date	1982
Genre	Racing
Mode	1 Player

Sky Jinks is a vertically-scrolling, air racing-themed video game developed by Bob Whitehead for the Atari 2600. It is one of the first video games to simulate a drop shadow with 2D computer graphics.

In Sky Jinks, the player pilots a low-flying Seversky XP-41 airplane through a time trial. To complete a game level, the player must bank around a prescribed number of pylons. The XP-41 can bank left and right, as well as accelerate and decelerate.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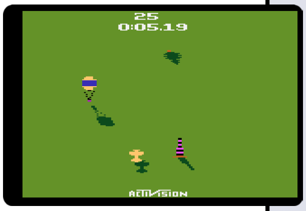
ACTIVISION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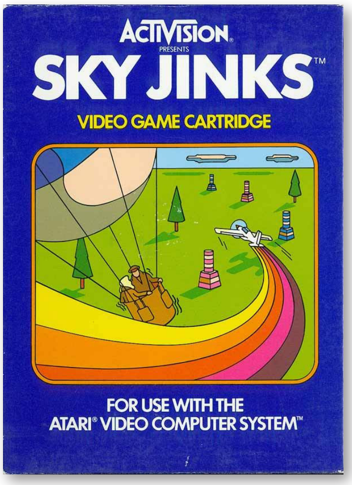

ACTIVISION
PRESENTS
SKY JINKS
VIDEO GAME CARTRIDGE
FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM

Rarity: 2

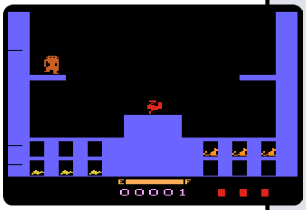
6.6

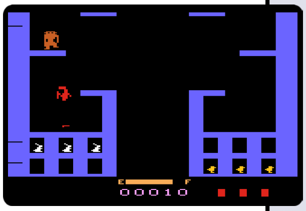
Sky Skipper

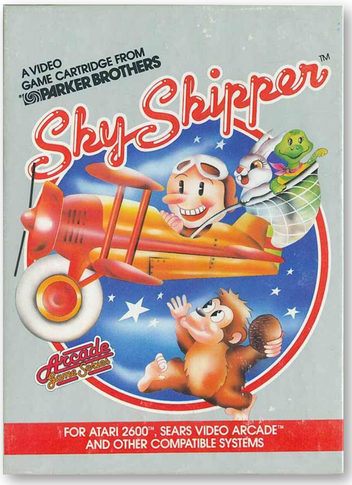
Developer	Parker Brothers
Publisher	Parker Brothers
Release date	1983
Genre	Action
Mode	1 Player

Sky Skipper was first released as a 1981 arcade game by Nintendo R&D1. The game look and feel is very similar to Popeye which was released the following year, suggesting that the same development team were involved in both releases. The arcade version was released only in Japan while the Atari 2600 version was released only in North America.

Today, this is a very rare cabinet, as many of the original Sky Skipper boards were converted into Popeye.






A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
Sky Skipper
Arcade Game Series
FOR ATARI 2600, SEARS VIDEO ARCADE AND OTHER COMPATIBLE SYSTEMS

Rarity: 3

SLOT MACHINE
VIDEO COMPUTER SYSTEM
GAME PROGRAM
8 VIDEO GAMES
SLOT MACHINE
ONE PLAYER • TWO PLAYERS
WIN
ATARI
CX2653

Rarity: 3
Sears: 4

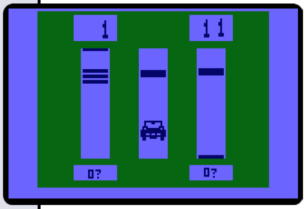
Slot Machine

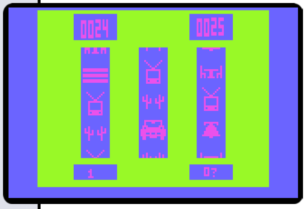
Developer	Atari *(David Crane)*
Publisher	Atari
Release date	1979
Genre	Casino
Mode	1-2 Players

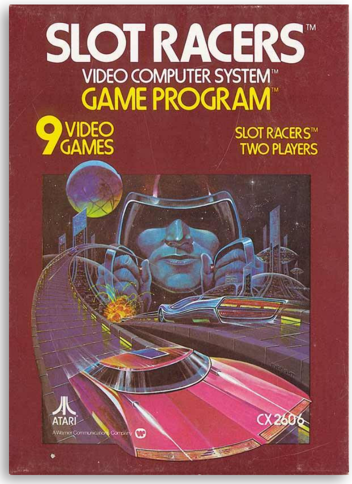
Slot Machine is an electronic slot machine simulation for one or two players. Players start with twenty five coins, and can bet up to five coins on each turn. The game ends when one of the players goes broke. There are two different slot machines, and several game variations are available which affect the level of difficulty.

"mobygames.com"

3.9






SLOT RACERS
VIDEO COMPUTER SYSTEM
GAME PROGRAM
9 VIDEO GAMES
SLOT RACERS
TWO PLAYERS
ATARI
CX2606

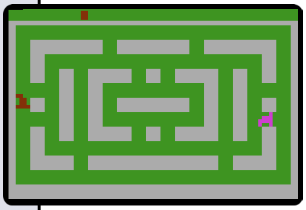
Rarity: 2
Sears: 3
Sears Picture Label: 2

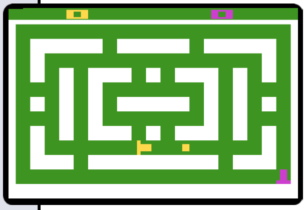
Slot Racers

Developer	Atari *(Warren Robinett)*
Publisher	Atari
Release date	1978
Genre	Action
Mode	2 Players

Slot Racers is a joystick-controlled action game, with a total of nine game variations programmed within the cartridge. The object of the game is to pilot a car through a maze, while attempting to fire missiles at the opponent's car, as well as evading the missiles the opponent fires at players car. Each time one of the respective cars is struck by a missile, the player controlling the other car receives one point. Victory is achieved through the scoring of twenty-five points.

5.5





SOUND 1 Voice Module
Module sonore
COLECO

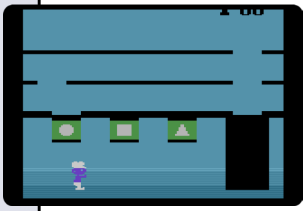
Rarity: 8

Smurfs Save the Day

Developer	Coleco
Publisher	Coleco
Release date	1983
Genre	Edutainment
Mode	1 Player

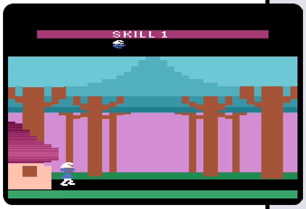
This game is unplayable on an Atari 2600 without the KidVid controller and three accompanying audiotapes. The game takes cues from the tape about when to advance. This cartridge was sold in a large box that included the tapes and KidVid controller. The other KidVid game, Berenstain Bears, was sold with just the accompanying tapes.

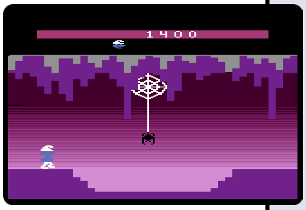
5.2



6.1

Smurfs: Rescue in Gargamel's Castle

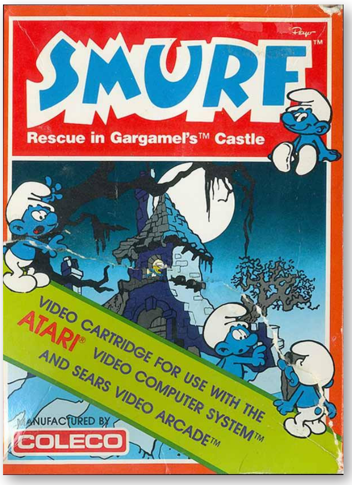




Developer Wickstead Design *(Henry Will IV)*
Publisher Coleco
Release date 1982
Genre Platformer
Mode 1-2 Players

Gargamel has kidnapped Smurfette. As a Smurf, the player has to walk from the Smurf village through a forest and a cave on the way to Gargamel's castle, where Smurfette awaits rescue. The player has an energy bar that slowly depletes over time.

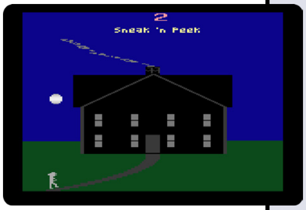
Each side-scrolling screen presents various obstacles that the player must precisely jump over or land upon.


SMURF
Rescue in Gargamel's™ Castle
VIDEO CARTRIDGE FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™ AND SEARS VIDEO ARCADE™
MANUFACTURED BY
COLECO

Rarity: 4

5.6

Sneak n' Peek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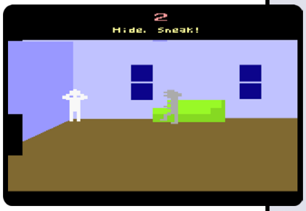
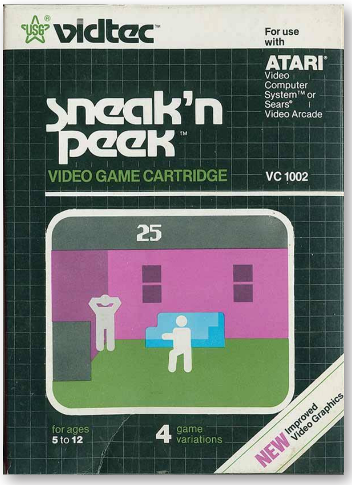
Sneak 'n Peek


2
Hide. Sneak!

Developer Wickstead Design *(Paul Willson)*
Publisher U.S. Games
Release date 1982
Genre Simulation
Mode 1-2 Players

Sneak 'n Peek is a computerized version of the game hide and seek. The game is played by two players (or one player against the computer); one player will close his eyes while the other player hides somewhere. After the second player is hidden, the first player needs to locate him in the shortest time possible. After the second player has been located, the roles will then be reversed.

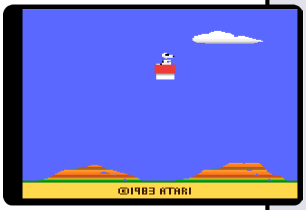
"mobygames.com"

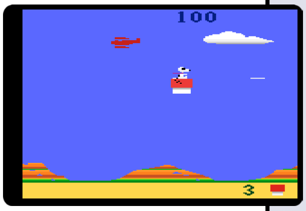

vidtec
For use with ATARI Video Computer System™ or Sears™ Video Arcade
sneak'n peek
VIDEO GAME CARTRIDGE
VC 1002
25
for ages 5 to 12
4 game variations
NEW Improved Video Graphics

Rarity: 2

7.6

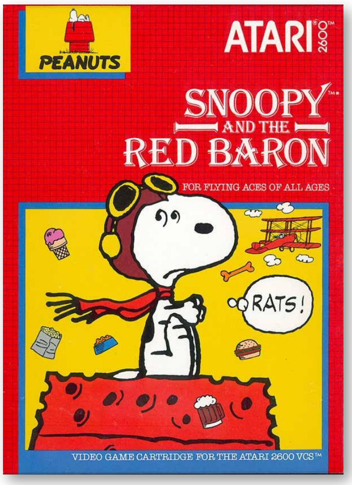
Snoopy and the Red Baron



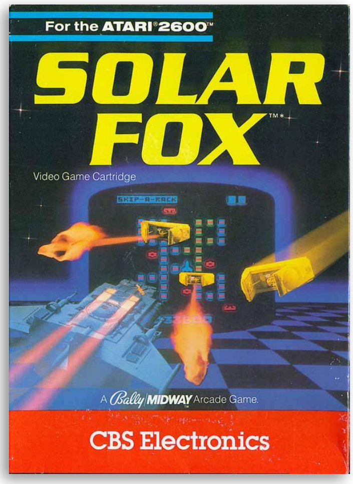


Developer Atari *(Nick Turner, Richard Dobbis)*
Publisher Atari
Release date 1983
Genre Action-adventure
Mode 1 Player

Snoopy and the Red Baron is a single player game with the player guiding Snoopy on his doghouse with four variations of difficulty to play. The objective is to shoot down Snoopy's rival, the Red Baron, controls being the stick to maneuver Snoopy and the button to fire. The game starts out with the player having four doghouses, otherwise known as lives. It takes eight hits to destroy the Red Baron, and eight hits from the Red Baron to have the player lose a doghouse.


PEANUTS
ATARI 2600
SNOOPY AND THE RED BARON
FOR FLYING ACES OF ALL AGES
RATS!
VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™

Rarity: 5


For the ATARI 2600
SOLAR FOX
Video Game Cartridge
A Bally MIDWAY Arcade Game
CBS Electronics

Rarity: 3

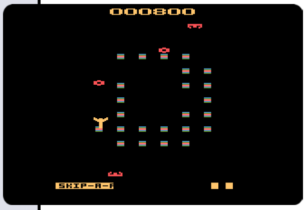
Solar Fox

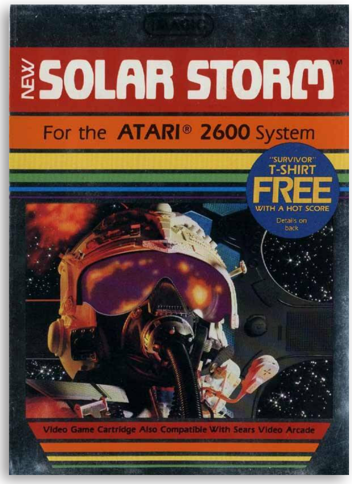
Developer	CBS Electronics *(Bob Curtiss)*
Publisher	CBS Electronics
Release date	1983
Genre	Puzzle
Mode	1-2 Players

The players job is to pilot a starship through a series of squared solar cell matrixes inside a rack. While capturing the cells they must dodge waves of fireballs that are being thrown by Sentinels. These Sentinels move continuously along the perimeter of each cell formation. When they clear an entire field of squares (by flying through each square), they go on to the next level (rack). The faster players clear a matrix, the more points they receive.

7.2

000000
CBS PRESENTS
SOLAR FOX
Bally
MIDWAY Mfg
© 1981,1983
RACK 1




NEW SOLAR STORM
For the ATARI 2600 System
"SURVIVOR" T-SHIRT FREE WITH A HOT SCORE
Details on back
Video Game Cartridge Also Compatible With Sears Video Arcade

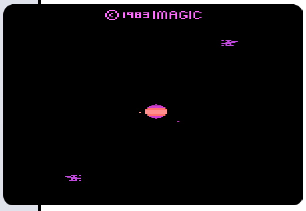
Rarity: 4
Xante: 10

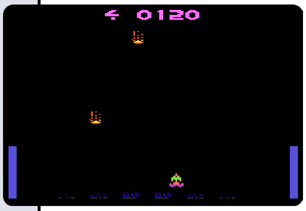
Solar Storm

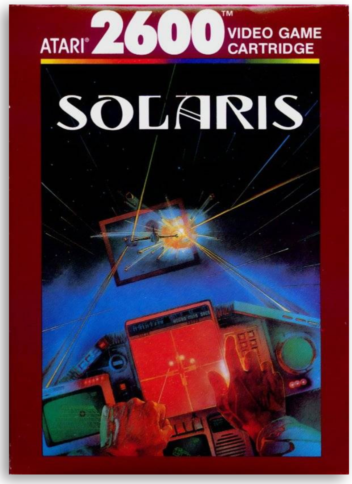
Developer	Imagic *(Dennis Koble)*
Publisher	Imagic
Release date	1983
Genre	Shooter
Mode	1-2 Players

Solar Storm is an arcade style action game where players control a spaceship to defend their home planet. Deadly Deltoid ships will be flying in trying to destroy the planet; in addition to this danger, a far off sun has exploded sending debris towards it. The job is to shoot everything that is heading their way before it reaches the planet. Each time an enemy ship or some debris makes it past players, the planets shield absorbs the energy and heats up; if it overheats, it will be destroyed.

6.5


© 1983 IMAGIC




ATARI 2600 VIDEO GAME CARTRIDGE
SOLARIS

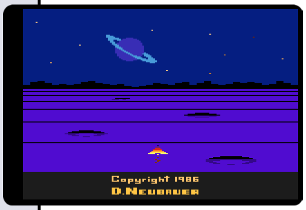
Rarity: 2

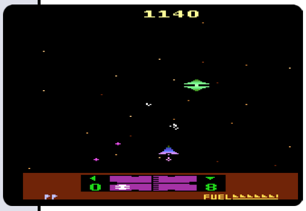
Solaris

Developer	Atari *(Doug Neubauer)*
Publisher	Atari
Release date	1986
Genre	Shooter
Mode	1 Player

Solaris was programmed by Doug Neubauer, who owns the copyright to the game and the Solaris trademark. Solaris is a sequel, and in many ways superior, to Neubauer's Star Raiders, and has some of the best graphics on the Atari 2600. Both games feature an enemy race known as "Zylons." Solaris was at one point going to be based on The Last Starfighter, while the Atari 8-bit version of The Last Starfighter was renamed Star Raiders 2.

7.1


Copyright 1986
D.NEUBAUER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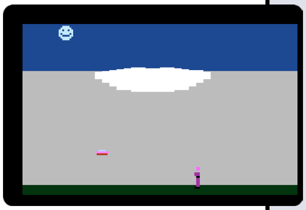
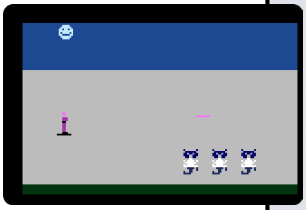
FUEL

4.6



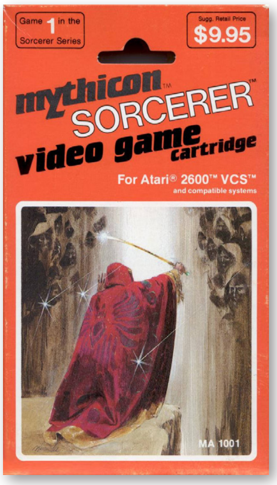


Sorcerer

Developer	Mythicon *(P: Bruce de Graaf, S: Bill Bryner)*
Publisher	Mythicon
Release date	1983
Genre	Shooter
Mode	1-2 Players

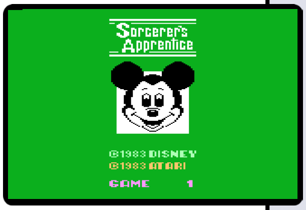
Sorcerer is an arcade action game which takes place long ago when wizards and sorcerers ruled the earth. The evil wizards have decided to attempt to conquer the earth, and have sent numerous waves of creatures to stop all of the good sorcerers. The players goal is to destroy the various creatures. The longer you survive, the faster the enemies become. Two levels of difficulty as well as a practice mode are available.

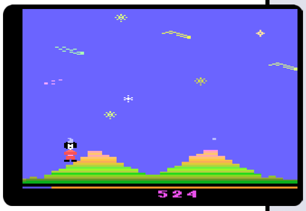
"mobygames.com"


Game 1 in the Sorcerer Series
Sugg. Retail Price $9.95
mythicon™
SORCERER™
video game cartridge
For Atari® 2600™ VCS™ and compatible systems
MA 1001

Rarity: 4

5.0


Sorcerer's Apprentice
©1983 DISNEY
©1983 ATARI
GAME 1

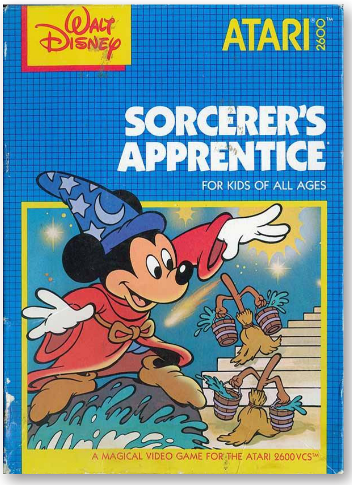


Sorcerer's Apprentice

Developer	Atari *(Peter C. Niday)*
Publisher	Atari
Release date	1983
Genre	Shooter
Mode	1 Player

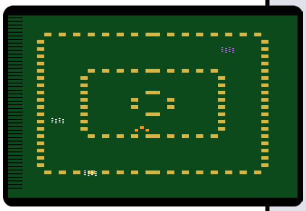
Based off the animated Disney classic "Fantasia", Sorcerer's Apprentice puts players in charge of Mickey Mouse as he collects and shoots stars and meteors on the mountaintops to keep the walking brooms from filling the Sorcerer's cavern below.

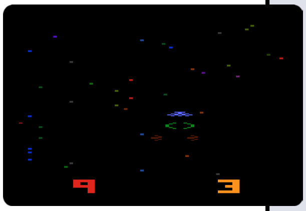
For every caught star, a bucket appears to remove some of the water from the cavern. Mickey also has the opportunity to catch the brooms before they get to the bottom of the stairs and flood the cavern further.


Walt Disney
ATARI 2600
SORCERER'S APPRENTICE
FOR KIDS OF ALL AGES
A MAGICAL VIDEO GAME FOR THE ATARI 2600 VCS™

Rarity: 4

6.6





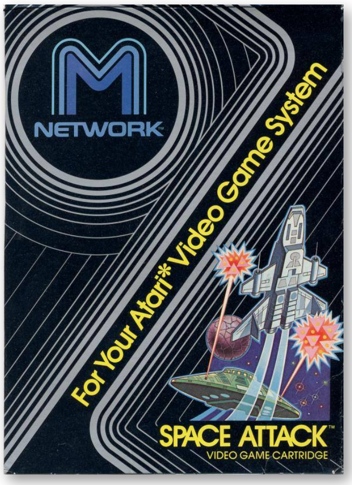
Space Attack

Developer	M-Network *(Hal Finney, Bruce Pedersen)*
Publisher	M-Network, Telegames
Release date	1982
Genre	Action
Mode	1 Player

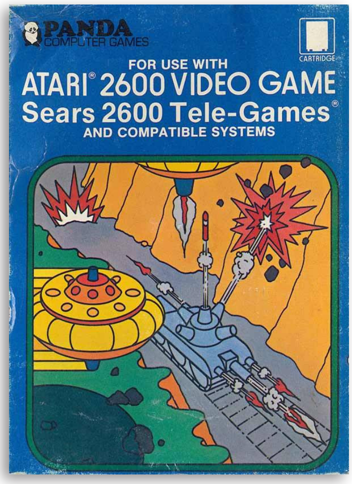
Space Attack is a one player game that pits players against the computer. Five alien fleets of different sizes are attacking their mothership, and it's up to the players to defend it using their three squadrons. Alien ships will dodge their attacks and will attack them with photon blasts.

There are two game modes; Radar Mode, which is more strategy, and Battle Mode, which is all out action.

"mobygames.com"


M NETWORK
For Your Atari* Video Game System
SPACE ATTACK™
VIDEO GAME CARTRIDGE

Rarity: 2
Telegames: 3


PANDA
COMPUTER GAMES
CARTRIDGE
FOR USE WITH
ATARI® 2600 VIDEO GAME
Sears 2600 Tele-Games®
AND COMPATIBLE SYSTEMS

Rarity: 6

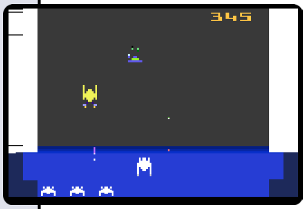
Space Canyon

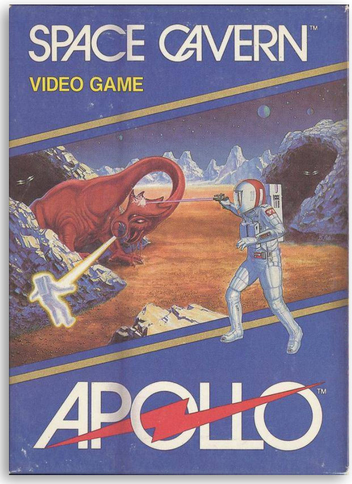
6.0

Developer	Panda
Publisher	Panda
Release date	1983
Genre	Action
Mode	1-2 Players

Space Canyon is a modified version of Apollo's Space Cavern. Players move their tank and shoot up at aliens. But the aliens can also rush in from the sides, so the tank can shoot sideways too.

"atariguide.com"




SPACE CAVERN™
VIDEO GAME
APOLLO™

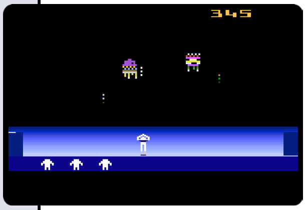
Rarity: 3

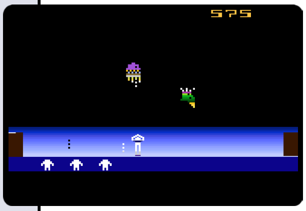
Space Cavern

6.6

Developer	Apollo *(Dan Oliver)*
Publisher	Apollo
Release date	1982
Genre	Action
Mode	1-2 Players

Company founder Pat Roper had flown programmer Ed Salvo to a Consumer Electronics Show to show him the Imagic video game Demon Attack. Impressed with Imagic's game, Roper told developer Dan Oliver he wanted a game in similar fashion. Oliver, having learned MOS Technology 6502 just a few weeks previous, made his first Apollo game out of inspiration from Demon Attack.





SPACE INVADERS*
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
112 VIDEO GAMES
MOVING SHIELDS • ZIGZAGGING LASER BOMBS • FAST LASER BOMBS • INVISIBLE INVADERS
$29.95
ATARI
CX 2632
* SPACE INVADERS is the trademark of Taito America Corp. 1980

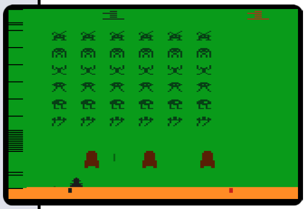
Rarity: 1
Sears: 2

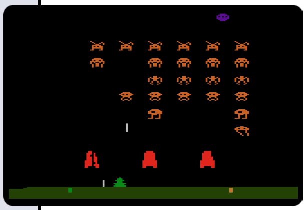
Space Invaders

7.7

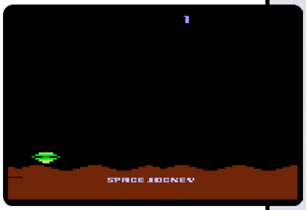
Developer	Atari *(Rick Maurer)*
Publisher	Atari
Release date	1980
Genre	Shooter
Mode	1-2 Players

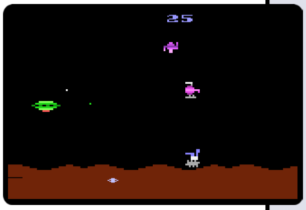
Space Invaders is an arcade game originally created by Tomohiro Nishikado and released in 1978. The 1980 Atari 2600 version was the first official licensing of an arcade game and became the first "killer app" for video game consoles by quadrupling the system's sales. It sold over two million units in its first year on sale as a home console game, making it the first title to sell a million cartridges.





6.0


SPACE JOCKEY

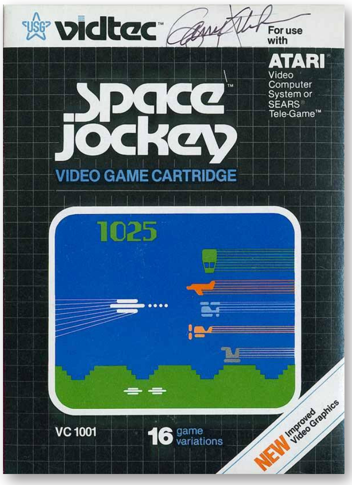


Space Jockey

Developer	Wickstead Design *(Garry Kitchen)*
Publisher	U.S. Games
Release date	1982
Genre	Shooter
Mode	1 Player

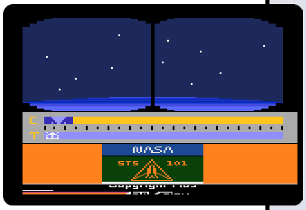
Space Jockey is a side scrolling shooter for one player. The goal is to earn as many points as possible by having players attack saucer shoot down the varied enemies which fly by. Tanks, jet planes, prop planes, helicopters, and weather balloons will all pass by on the screen and try to destroy the players saucer. There are even some trees and houses on the ground that can be shot for extra points.

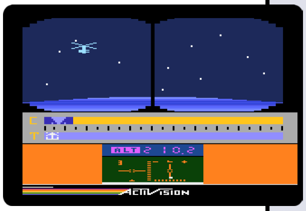
"mobygames-com"


vidtec
For use with
ATARI
Video Computer System or SEARS Tele-Game
Space Jockey
VIDEO GAME CARTRIDGE
1025
VC 1001
16 game variations
NEW Improved Video Graphics

Rarity: 2

6.0

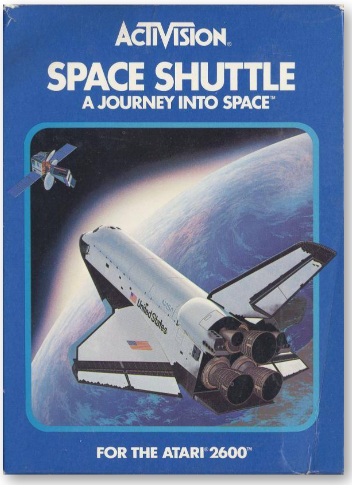

NASA
STS 101


ACTIVISION

Space Shuttle

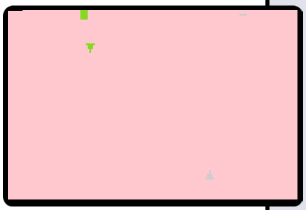
Developer	Activision *(Steve Kitchen)*
Publisher	Activision
Release date	1983
Genre	SImulation
Mode	1 Player

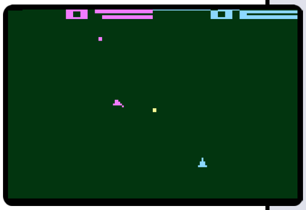
Space Shuttle: A Journey into Space is a space flight simulator game designed by Steve Kitchen. It is one of the first realistic spacecraft simulations available for home systems. The player controls the most critical flight phases such as Launch, Stabilizing Orbit, Docking, Deorbit Burn, Reentry, and Landing, each with its own set of instructions to follow. The original Atari 2600 version came with an overlay since it made use of all the switches.


ACTIVISION
SPACE SHUTTLE
A JOURNEY INTO SPACE
FOR THE ATARI 2600

Rarity: 3
Blue Label: 4
White Label: 6

5.8

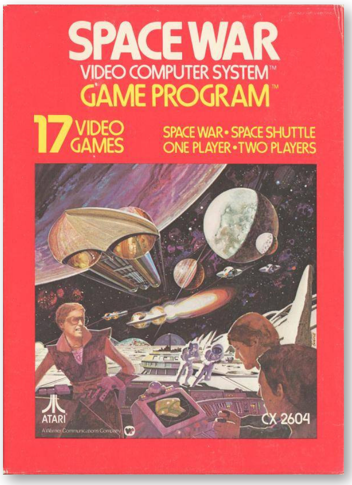




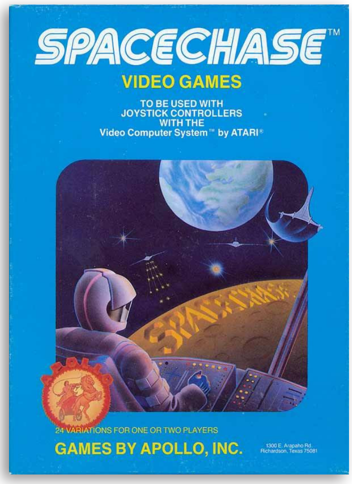
Space War

Developer	Atari *(Ian Shepard)*
Publisher	Atari
Release date	1978
Genre	Action
Mode	1-2 Players

This game is an Atari 2600 port of Spacewar!, the famous 1962 computer game by Steve Russell. The cartridge comes programmed with 17 game variations. Variations 1–13 are duels between two ships and 14 to 17 are for one player. In some of the variations the ships fight near a planet which has gravitational attraction. This concept was used in the Star Control series of games.


SPACE WAR
VIDEO COMPUTER SYSTEM GAME PROGRAM
17 VIDEO GAMES
SPACE WAR • SPACE SHUTTLE
ONE PLAYER • TWO PLAYERS
ATARI
CX 2604

Rarity: 2
Sears: 3


SPACECHASE™
VIDEO GAMES
TO BE USED WITH JOYSTICK CONTROLLERS WITH THE Video Computer System™ by ATARI®
24 VARIATIONS FOR ONE OR TWO PLAYERS
GAMES BY APOLLO, INC.

Rarity: 3

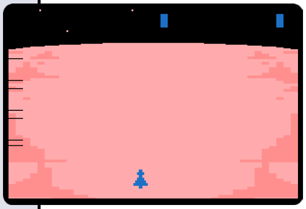
Spacechase

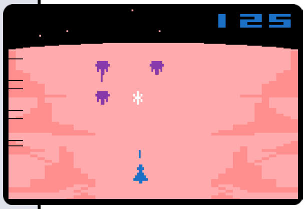
Developer	Apollo *(P: Ed Salvo, S: Bryon Parks)*
Publisher	Apollo
Release date	1981
Genre	Shooter
Mode	1-2 Players

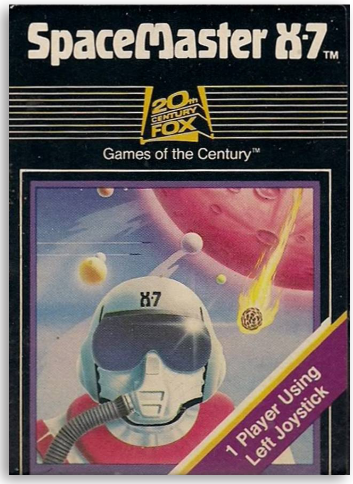
In orbit of an unnamed "moon," the player uses a Starcruiser to destroy formations of alien enemy raiders that attack from above. The lunar surface rotates in the background, but has no effect on gameplay. The player's ship can maneuver in eight directions within the lower third of the game screen. As the game advances, the aliens attacks begin to include "Lazer-Directed Heat-Seeking Proton Missiles".

The game went on to become Apollo's best selling title.

5.2






SpaceMaster X-7™
20th CENTURY FOX
Games of the Century™
X7
1 Player Using Left Joystick

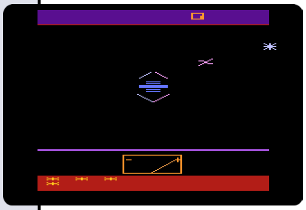
Rarity: 6

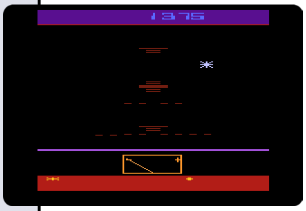
Spacemaster X-7

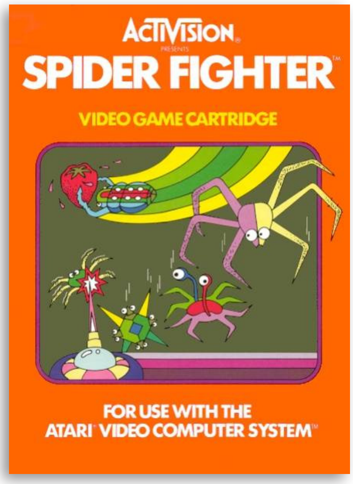
Developer	Sirius Software *(David Lubar)*
Publisher	20th Century Fox
Release date	1983
Genre	Shooter
Mode	1 Player

Players use an assault ship that was designed to destroy Hyperion military bases. They must shoot the bases enough so that the energy meter at the bottom goes from the "+" to the "-". Once the meter gets to "-" the base will explode. The base has a force field that expands and contracts, base defenders and, in higher rounds, shields. The force field has a gap in it that players can shoot through or they can maneuver inside the field and shoot the base up close.

8.0






ACTIVISION
PRESENTS
SPIDER FIGHTER
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM

Rarity: 2

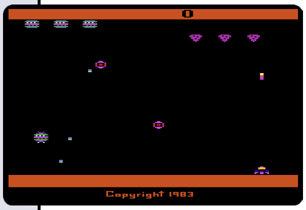
Spider Fighter

Developer	Activision *(Larry Miller)*
Publisher	Activision
Release date	1982
Genre	Shooter
Mode	1 Player

Spider Fighter is a fixed shooter designed by Larry Miller for the Atari 2600. The manual states that "Larry is the newest addition to the Activision design team." He went on to create the Atari 2600 racing game Enduro for Activision, released in 1983.

The object of Spider Fighter is to protect an orchard containing fruit—grapes, strawberries, oranges, and bananas—from four kinds of bugs.

7.3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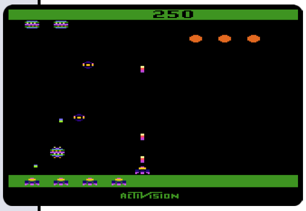
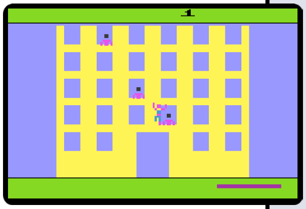
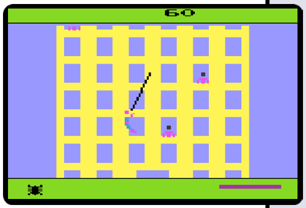
Copyright 1983


250
ACTIVISION

5.4

Spider-Man

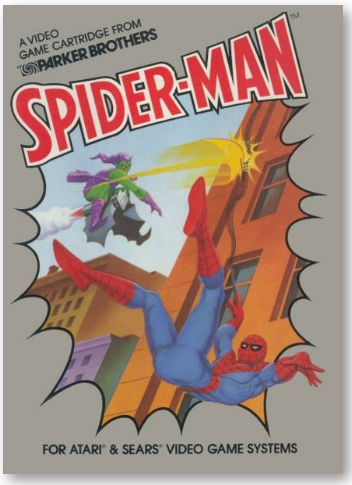




Developer	Parker Brothers *(P: Laura Nikolich, S: David Lamkins)*
Publisher	Parker Brothers
Release date	1982
Genre	Action
Mode	1-2 Players

Spider-Man was the first video game to feature Spider-Man and also the first Marvel Comics based video game.

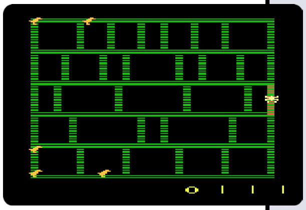
The game involves players controlling Spider-Man to scale a building using his web shooters in order to defuse bombs planted by the Green Goblin. Spider-Man is only able to use his web lines to move up the building either vertically or diagonally.

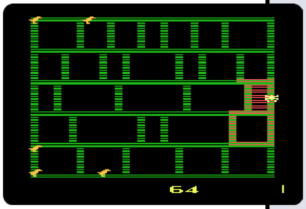

A VIDEO GAME CARTRIDGE FROM
PARKER BROTHERS
SPIDER-MAN
FOR ATARI® & SEARS® VIDEO GAME SYSTEMS

Rarity: 3

2.0

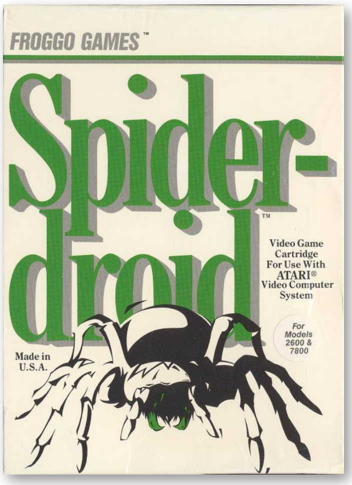
Spiderdroid





Developer	Froggo
Publisher	Froggo
Release date	1987
Genre	Action
Mode	1 Player

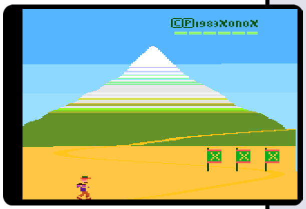
Spiderdroid is a clone of Amidar (a more popular game that was both for the arcades and the Atari 2600) with a more futurisic setting. The object of the game is to fill in boxes that have to be made by moving by its four corners. There is similarity to Pac-Man also. Instead of ghosts, spiders chase players while they are trying to complete their task (tribesmen and pigs are the foes in Amidar).

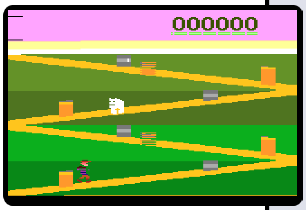

FROGGO GAMES
Spider-droid
Video Game Cartridge For Use With ATARI® Video Computer System
For Models 2600 & 7800
Made in U.S.A.

Rarity: 3

4.1

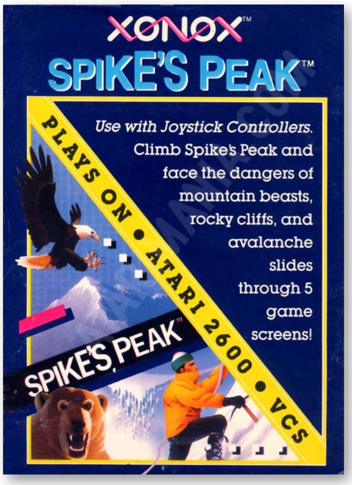
Spike's Peak


©P1983XonoX



Developer	Beck-Tech
Publisher	Xonox
Release date	1983
Genre	Action
Mode	1 Player

Spike's Peak is an action game where players need to climb to the top of a mountain. Gameplay takes place on five different screens. The first screen shows them approaching the mountain. The next screen is a zig zag path through meadows at the base of the mountain. If they make it to the top of the path, they begin the next screen. Here you climb up a rocky ledge. The last screen takes place at the mountain summit where they need to climb to the top and plant a flag before freezing.


XONOX
SPIKE'S PEAK
Use with Joystick Controllers.
Climb Spike's Peak and face the dangers of mountain beasts, rocky cliffs, and avalanche slides through 5 game screens!
PLAYS ON • ATARI 2600 • VCS
SPIKE'S PEAK

Rarity: 9

Spitfire Attack

Turn Your ATARI 2600 into POWER ARCADE with
FLIGHT COMMANDER
Control
FOR ADDED VIDEO EXCITEMENT REPLACE YOUR ATARI JOYSTICK WITH FLIGHT COMMANDER CONTROL
VIDEO GAME CARTRIDGE INCLUDED
MB

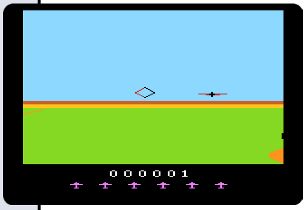
Rarity: 4

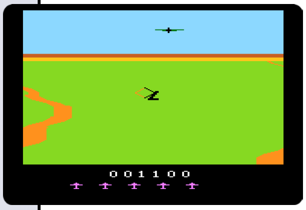
Developer	Milton Bradley
Publisher	Milton Bradley
Release date	1983
Genre	Shooter
Mode	1 Player

Both of the games that Milton Bradley released on the Atari 2600 came with special controllers. Spitfire Attack came with the Flight Commander and Survival Run was shipped with the Cosmic Commander.

In the game, players take the role of an American fighter pilot. The mission is to shoot down enemy planes, shoot enemy ammo dumps and enemy anti-aircraft guns.

4.2





Springer

TIGERVISION
SPRINGER
SPRINGER
FOR YOUR ATARI 2600 VIDEO COMPUTER SYSTEM AND SEARS VIDEO ARCADE
7-006

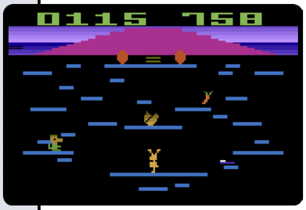
Rarity: 7

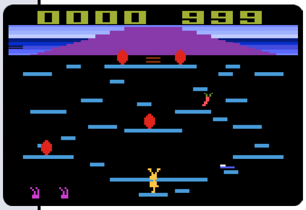
Developer	Software Electronics
Publisher	Tigervision
Release date	1983
Genre	Platformer
Mode	1 Player

As Springer the rabbit, players must jump from cloud to cloud, collecting everything they can, to reach the sun. They must jump from cloud to cloud and touch any items or eggs to collect them. If an egg hatches into a dragon, they can kick the dragon to collect him. There is a bonus timer that counts down on the screen so players should not delay. Once they reach the sun at the top, then it is off to a more challenging screen.

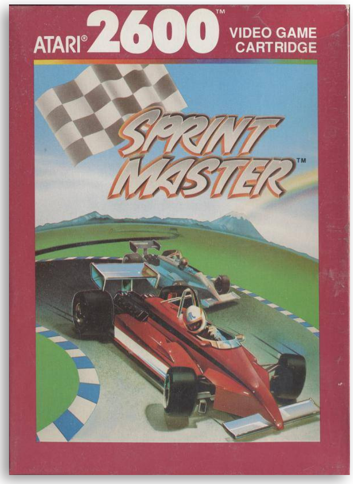
"mobygames.com"

4.6





Sprintmaster

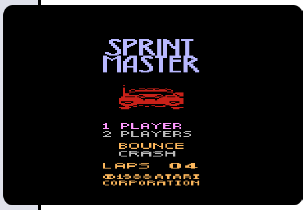

ATARI 2600 VIDEO GAME CARTRIDGE
SPRINT MASTER

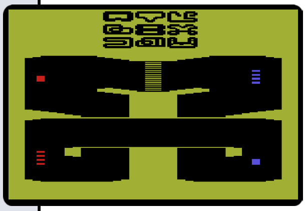
Rarity: 4

Developer	Atari *(Bob Polaro)*
Publisher	Atari
Release date	1988
Genre	Racing
Mode	1-2 Players

Sprintmaster is an action racing game similar to Super Sprint. The game is played with an overhead view of the racetrack, and the first of two players to race around the track for the required number of laps wins. Occasionally a bonus will appear in the roadway; collect these to increase the traction capabilities of the car or gain a temporary speed boost. Other obstacles, such as oil slicks, may also appear in the roadway which will cause players to lose control and speed.

6.1

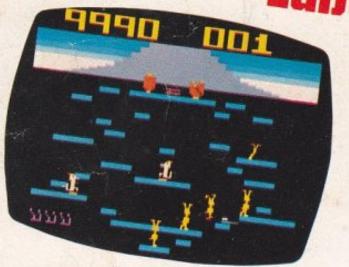

SPRINT MASTER
1 PLAYER
2 PLAYERS
BOUNCE
CRASH
LAPS 04
©1988 ATARI CORPORATION

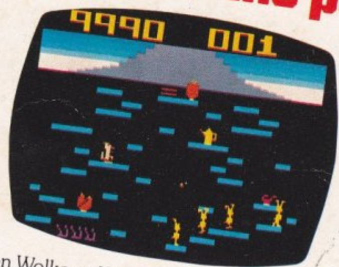


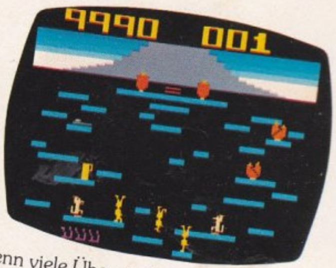
Neu im Fachhandel

SPRINGER
SPRINGER™

Laßt uns die Sonne putzen







Der Zauberhase Springer hüpft von Wolke zu Wolke zur Sonne. Doch Vorsicht – häßliche Drachen und Feuerbälle stören das Vergnügen.

Da heißt es schnell sein – denn viele Überraschungen warten noch. SPRINGER™ – der lustige Hit aus der Spielhalle.

TIGERVISION™ für das ATARI® Video-Computer-Spiel™

		Jetzt auch für Computer		
	ATARI VCS	ATARI Computer	VC 20	TI 99/4A
KING KONG	●			
JAWBREAKER	●			
THRESHOLD	●			
MARAUDER	●			
POLARIS	●	●	●	●
MINER 2049ER	●			●
SPRINGER	●	●	●	●
RIVER PATROL	● 1)	● 2)	● 1)	● 2)

1) ab November 83 2) ab Dezember 83

VIDEO GAME AWARD 1984

Die führende US-Zeitschrift „Electronic Games“ hat für den Video-Spiel-Preis 1984 diese Tigervision-Spiele nominiert:

Bestes Videospiel des Jahres
MINER 2049ER Best.-Nr. 3.60006

Bestes Action Video-Spiel
POLARIS Best.-Nr. 3.60005

TELDEC
CARRERE
Videospiele

MUSIK+ FREIZEIT SERVICE TELDEC

TELDEC
Music und Freizeit Service
Heußweg 25 · 2000 Hamburg 19

Bally MIDWAY
SPY HUNTER™
OFFICIAL ARCADE GAME

Rarity: 6

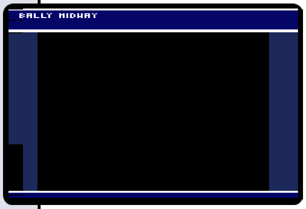
Spy Hunter

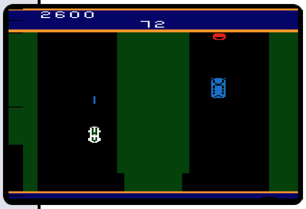
6.3

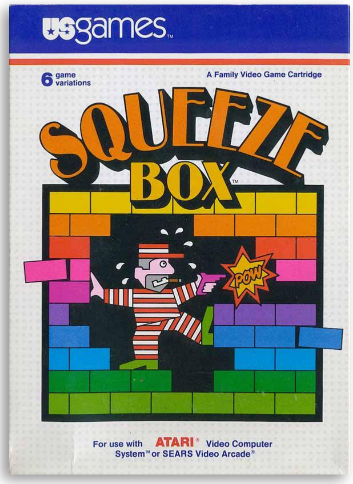
Developer	Syndein Systems *(Jeff Lorenz)*
Publisher	Sega
Release date	1984
Genre	Vehicular combat
Mode	1 Player

Spy Hunter draws inspiration from the James Bond films and was originally supposed to carry the James Bond license. The object of the game is to drive down roads in the technologically advanced "Interceptor" car and destroy various enemy vehicles with a variety of onboard weapons.

Because of its success, Spy Hunter was ported to several home video game systems and home computers, including the Atari 2600.


BALLY MIDWAY




usgames
6 game variations
A Family Video Game Cartridge
SQUEEZE BOX™
POW
For use with ATARI® Video Computer System™ or SEARS Video Arcade®

Rarity: 4

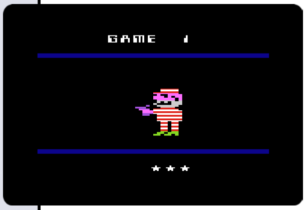
Squeeze Box

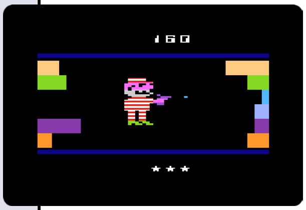
6.8

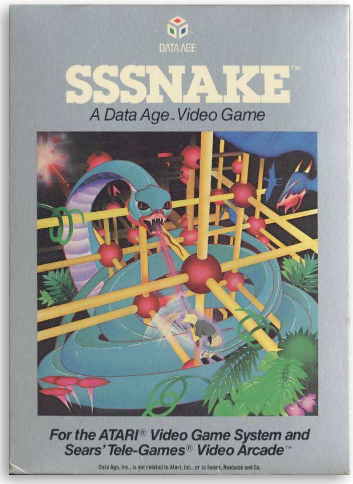
Developer	Wickstead Design *(Henry Will IV)*
Publisher	U.S. Games
Release date	1982
Genre	Action
Mode	1 Player

In Squeeze Box the goal is to escape from prison. To escape, players will need to blast their way through the wall. Once a hole large enough to walk through is formed, they can use it to escape to the next screen. To make the game more difficult, the walls are constantly growing, and if players touch a wall they will lose a life.

"mobygames.com"






DATA AGE
SSSNAKE™
A Data Age Video Game
For the ATARI® Video Game System and Sears' Tele-Games® Video Arcade™

Rarity: 4

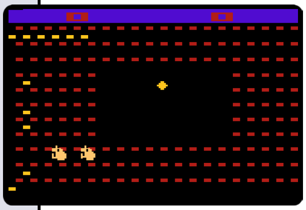
Sssnake

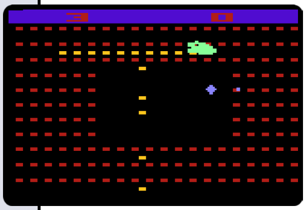
3.2

Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Shooter
Mode	1-2 Players

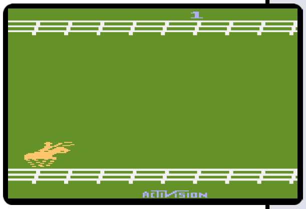
Sssnake is a video game for the Atari 2600 produced by Data Age. Its gameplay is similar to Centipede, except the player moves in the center of the screen and fires towards the top, bottom and sides.

In 1991, Digital Press included the game on a list of the ten worst Atari 2600 games.





6.6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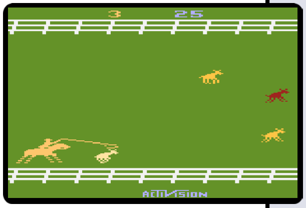
ACTIVISION

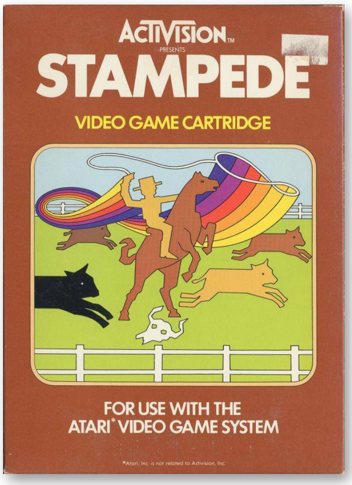

3
25
ACTIVISION

Stampede

Developer	Activision *(Bob Whitehead)*
Publisher	Activision
Release date	1981
Genre	Action
Mode	1 Player

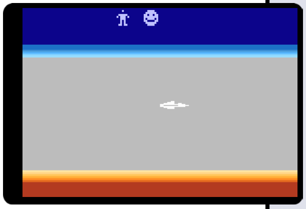
The objective of Stampede is to round up all of the cattle players encounter. To do so, the player must lasso each one in order to capture it. The player is initially only allowed to let two cattle pass; if a third one slips by, the game is over.

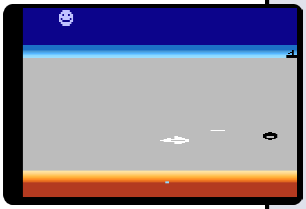
Stampede was favorably reviewed in 1982 by Video magazine where it was described as a "thrilling representation of rope ridin'" boasting "charming visuals".


ACTIVISION
PRESENTS
STAMPEDE
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI VIDEO GAME SYSTEM

Rarity: 2

3.1



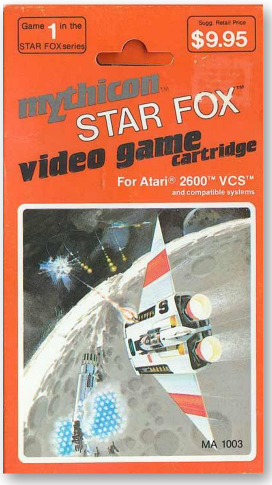


Star Fox

Developer	Mythicon *(P: Bruce de Graaf, S: Bill Bryner)*
Publisher	Mythicon
Release date	1983
Genre	Shooter
Mode	1-2 Players

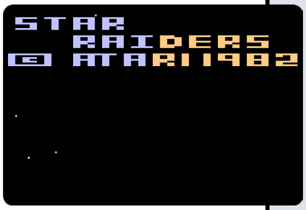
The game takes place in the year 4024 AD. The story begins as a robot freighter carrying a cargo of extremely valuable trimetalisium energy crystals crash lands on the planetoid Beta-7. An enemy star cruiser, escorted by a squadron of fighter drones, is en route to the planetoid to seize the crystals.

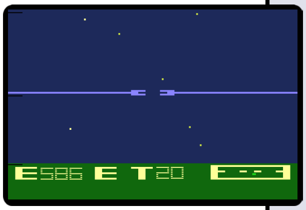
The player's objective is to recover the crystals before the enemy while doing battle with the fighter drones.


Game 1 in the STAR FOX series
Sugg. Retail Price $9.95
mythicon
STAR FOX
video game cartridge
For Atari 2600 VCS and compatible systems
MA 1003

Rarity: 4

6.0

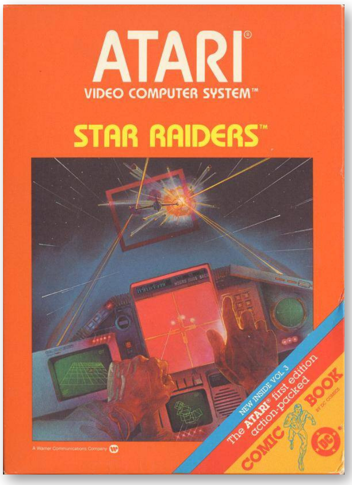

STAR
RAIDERS
© ATARI 1982



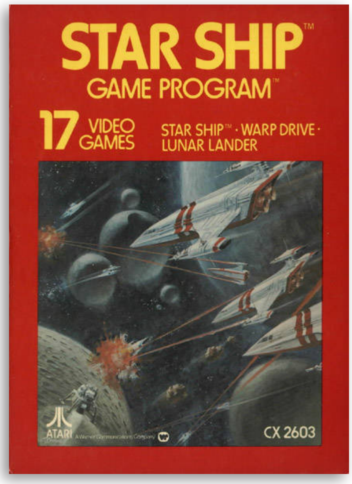
Star Raiders

Developer	Atari *(P: Carla Meninsky, D: Doug Neubauer)*
Publisher	Atari
Release date	1982
Genre	Action, Strategy
Mode	1 Player

Star Raiders simulates combat in 3D between the player's powerful ship and an invading fleet of alien "Zylon" vessels. The game was distinctive for its graphics, which (under most conditions) represented an out-the-cockpit, first-person view from a fictional combat spaceship traveling through a streaming 3D starfield in pursuit of enemy spacecraft. The game is commonly referred to as the platform's killer app.


ATARI
VIDEO COMPUTER SYSTEM
STAR RAIDERS
COMIC BOOK

Rarity: 1
Sears: 3


STAR SHIP
GAME PROGRAM
17 VIDEO GAMES
STAR SHIP · WARP DRIVE · LUNAR LANDER
ATARI
CX 2603

Rarity: 3
Sears Picture Label: 4

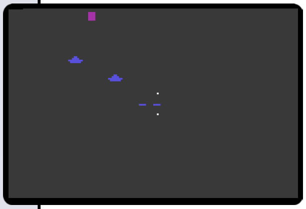
Star Ship

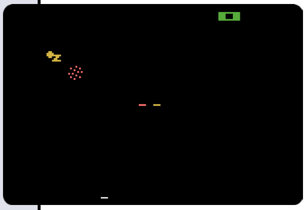
Developer	Atari *(Bob Whitehead)*
Publisher	Atari
Release date	1977
Genre	Shooter
Mode	1-2 Players

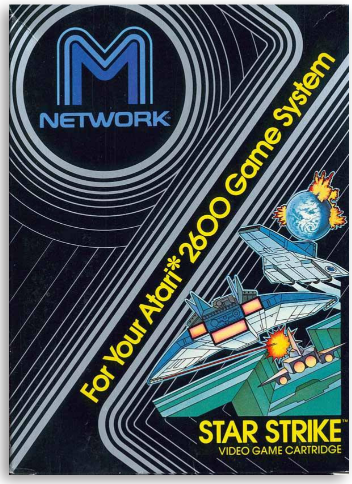
Star Ship, one of the nine launch titles, is a first-person shooter designed and programmed by Bob Whitehead. It was based on the Atari arcade game Starship 1.

The game was reviewed in Video magazine as part of a general review of the Atari VCS where it was given the low review score of 4 out of 10, and its individual games were described as "look[ing] nice but [being] hard to get a handle on".

5.1






M NETWORK
For Your Atari* 2600 Game System
STAR STRIKE
VIDEO GAME CARTRIDGE

Rarity: 5

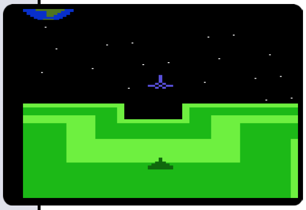
Star Strike

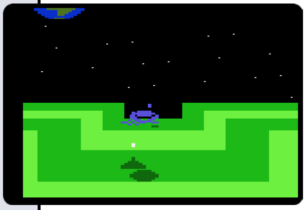
Developer	M-Network *(P: Dave Akers, S: Patricia L.D. Long)*
Publisher	M-Network, INTV
Release date	1982
Genre	Shooter
Mode	1 Player

In Star Strike, invading aliens have targeted a superweapon on planet Earth. As soon as Earth moves into range, the weapon will be fired and destroy the planet. The player controls a spaceship launched at the invaders in an attempt to destroy the weapon before it can be fired.

The Intellivision version was their best-selling game in 1982, with over 800,000 copies sold.

6.5





FOR THE ATARI® 2600™ AND ALL COMPATIBLE SYSTEMS*
STAR TREK
STRATEGIC OPERATIONS SIMULATOR
OFFICIAL ARCADE VERSION
SEGA
VIDEO GAME CARTRIDGE

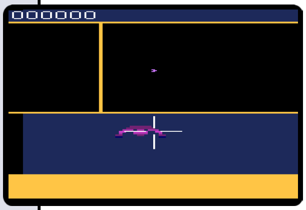
Rarity: 4

Star Trek:
Strategic Operations Simulator

Developer	Sega *(Jeff Lorenz)*
Publisher	Sega
Release date	1983
Genre	Simulation, Shooter
Mode	1 Player

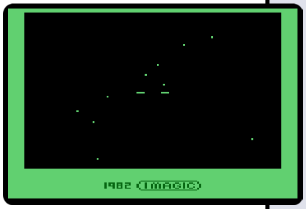
Star Trek: Strategic Operations Simulator was first released in 1983 by Sega as a space combat simulation arcade game based on the original Star Trek television program. In the game, players controls the Starship Enterprise, and must defend sectors from invading Klingon ships.

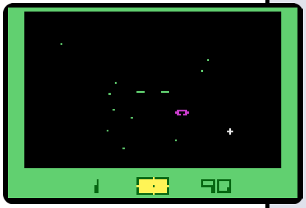
7.2



5.2

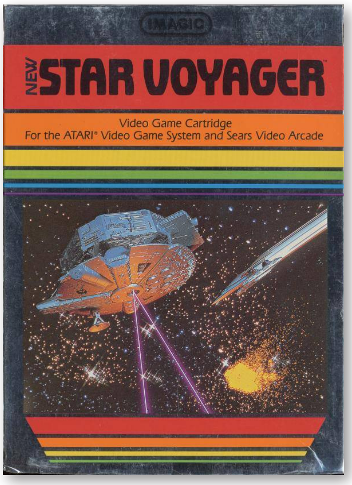
Star Voyager


1982 IMAGIC



Developer	Imagic *(Bob Smith)*
Publisher	Imagic
Release date	1982
Genre	Shooter
Mode	1 Player

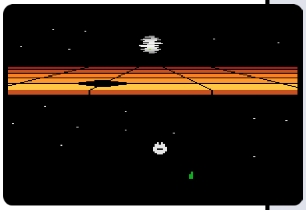
In Star Voyager, the player has to save the Capital Starport (although the player never sees it in the game). A two-player mode allows two people to become either the Star Voyager or the enemy fleet. The commander of the Star Voyager has the ability to use photon torpedoes or a laser beam in order to stop the enemy. Star portals play a role in transporting the Star Voyager into another part of the galaxy.

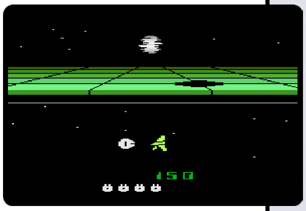

IMAGIC
NEW STAR VOYAGER
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade

Rarity: 2

5.9

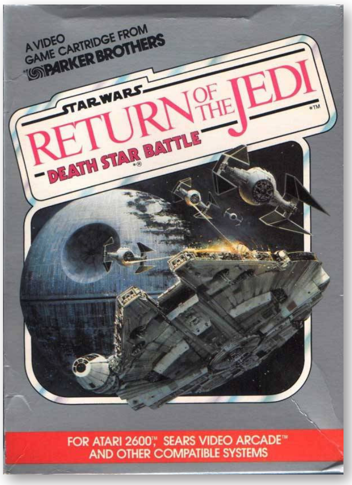
Star Wars: Death Star Battle





Developer	Wickstead Design *(Todd Marshall, Ray Miller)*
Publisher	Parker Brothers
Release date	1983
Genre	Shooter
Mode	1 Player

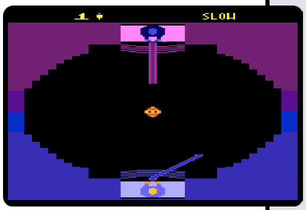
In the game, the player controls the Millennium Falcon with the aim of destroying the second Death Star. The game is split into two stages. In the first, the player must shoot enemy TIE-fighters while waiting for an opportunity to pass through an energy shield. In the second stage, the player must shoot at parts of the Death Star until there is a clear path to the reactor. Once the reactor has been destroyed, the player must survive the resultant explosion.

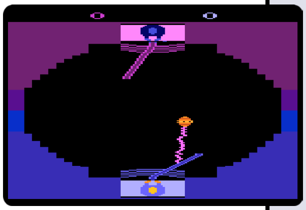

A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
STAR WARS
RETURN OF THE JEDI
DEATH STAR BATTLE
FOR ATARI 2600™, SEARS VIDEO ARCADE™ AND OTHER COMPATIBLE SYSTEMS

Rarity: 4

5.3

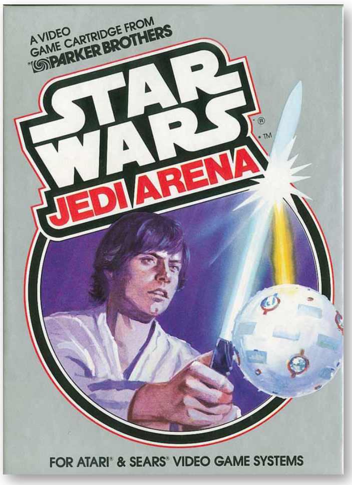
Star Wars: Jedi Arena



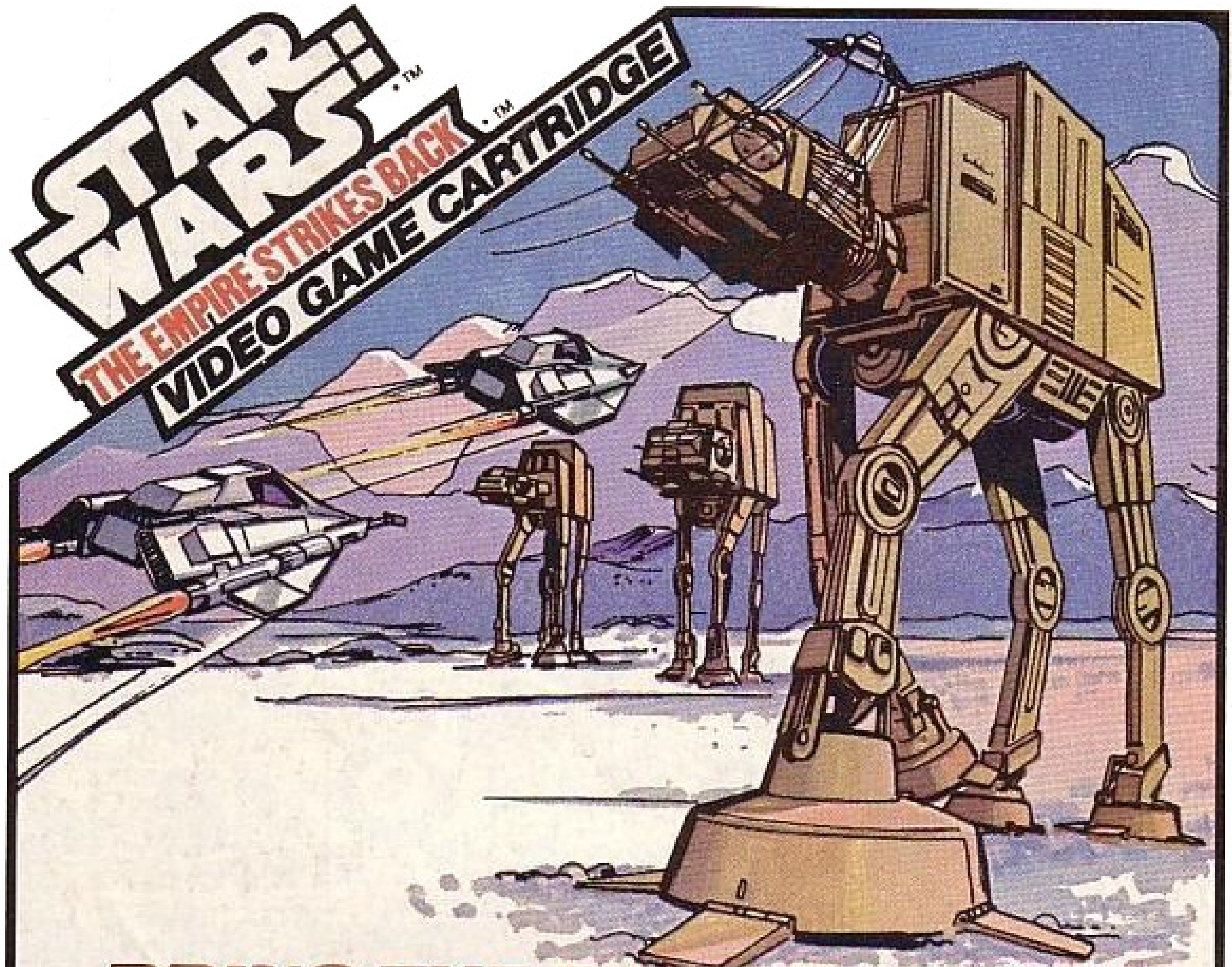


Developer	Parker Brothers *(Rex Bradford)*
Publisher	Parker Brothers
Release date	1983
Genre	Shooter
Mode	1-2 Players

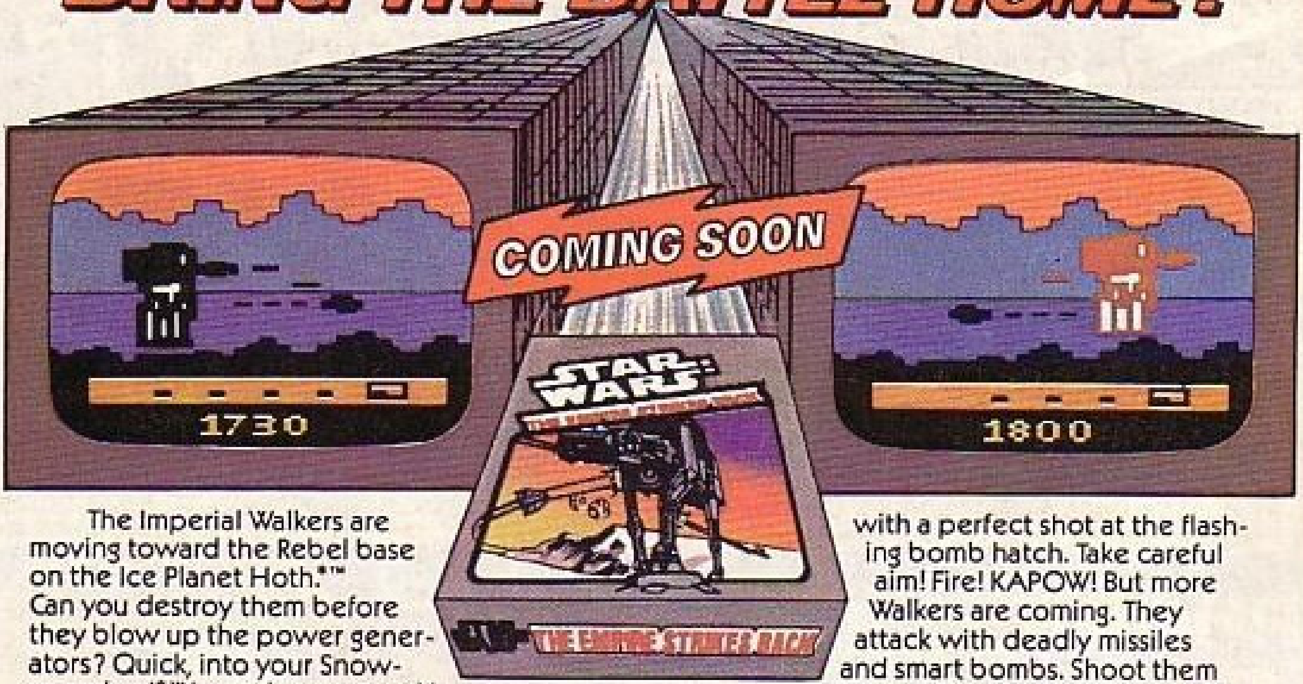
In the game, two Jedi Knights, one blue and one red, face each other during lightsaber training. The player controls his lightsaber with the paddle controller, defending himself from the laser blasts coming from the Seeker ball, fired by the opponent. The Seeker will regularly go wild and fire laser blasts randomly. The aim of the game is to fire laser blasts from the Seeker at the opponent's shield and finally the opponent himself.


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
STAR WARS
JEDI ARENA
FOR ATARI® & SEARS® VIDEO GAME SYSTEMS

Rarity: 3


STAR WARS:*™
THE EMPIRE STRIKES BACK*™
VIDEO GAME CARTRIDGE

BRING THE BATTLE HOME!


COMING SOON
1730
1800
STAR WARS:
THE EMPIRE STRIKES BACK

The Imperial Walkers are moving toward the Rebel base on the Ice Planet Hoth.*™ Can you destroy them before they blow up the power generators? Quick, into your Snowspeeders!*™ Launch your attack! You can stop the Walkers with a perfect shot at the flashing bomb hatch. Take careful aim! Fire! KAPOW! But more Walkers are coming. They attack with deadly missiles and smart bombs. Shoot them down or be destroyed! May The Force Be With You!*™

For your Atari Video Computer System™ and Sears Video Arcade.™

PARKER BROTHERS

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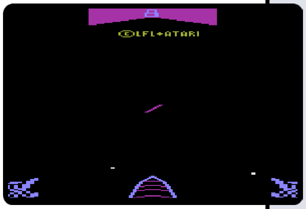
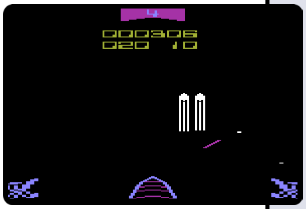
6.6

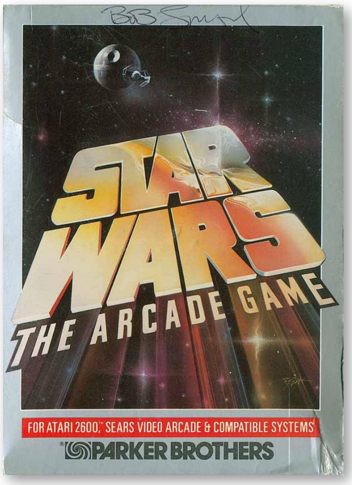
Star Wars: The Arcade Game




000306
020 10

Developer	Imagic *(Bob Smith)*
Publisher	Parker Brothers
Release date	1984
Genre	Shooter
Mode	1 Player

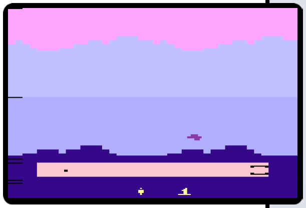
The player assumes the role of Luke Skywalker (“Red Five”), as he pilots an X-wing fighter from a first-person perspective. Players does not have to destroy every enemy in order to advance through the game; they must simply survive as their fighter flies through the level, which most often means they must avoid or destroy the shots that enemies fire. Each hit on his craft takes away one shield, and if they runs out of shields and takes another hit, the game ends.

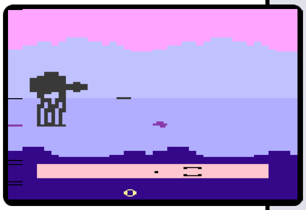

STAR WARS
THE ARCADE GAME
FOR ATARI 2600, SEARS VIDEO ARCADE & COMPATIBLE SYSTEMS
PARKER BROTHERS

Rarity: 5

6.4

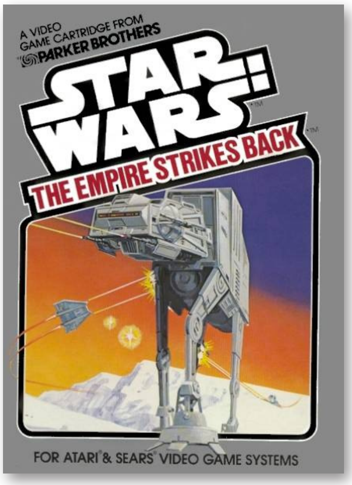
Star Wars: The Empire Strikes Back





Developer	Parker Brothers *(Rex Bradford)*
Publisher	Parker Brothers
Release date	1982
Genre	Shooter
Mode	1-2 Players

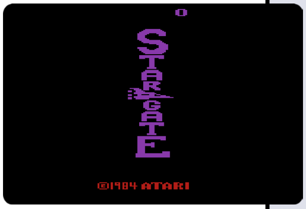
The player, as Luke Skywalker, use a snowspeeder to battle against Imperial AT-AT walkers on the planet Hoth. The objective is to hold off the walkers as long as possible before they blow up the power generator at the Rebels’ Echo Base. The difficulty levels included several variables, including the initial speed of the walkers, whether or not the walkers were solid, and whether or not the walkers included a “smart bomb”.

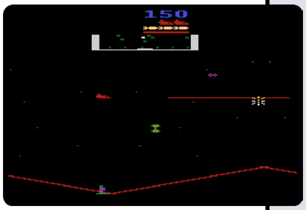

A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
STAR WARS
THE EMPIRE STRIKES BACK
FOR ATARI & SEARS VIDEO GAME SYSTEMS

Rarity: 2

7.4

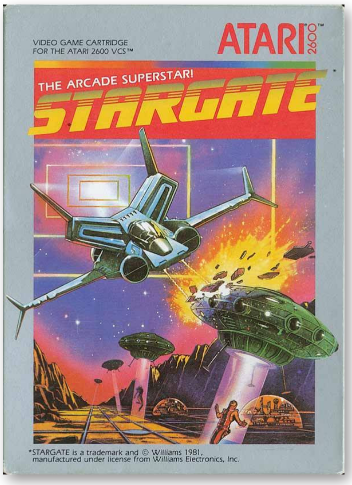
Stargate


STARGATE
©1984 ATARI

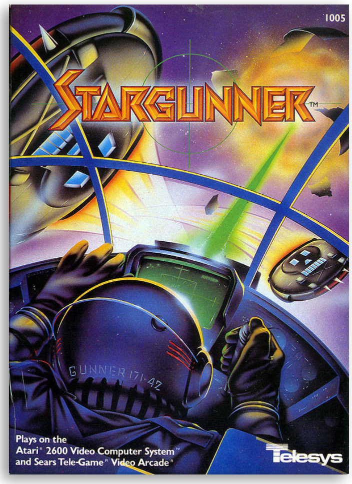


Developer	Atari *(P: Bill Aspromonte, S: Andrew Fuchs)*
Publisher	Atari
Release date	1984
Genre	Shooter
Mode	1 Player

Stargate is a sequel to the 1980 game Defender. The player flies a small spaceship above a long, mountainous landscape. The land is inhabited by a small number of humanoids. The player is armed with a beam-like weapon which can be fired rapidly in a long horizontal line ahead of the spaceship, and also has a limited supply of smart bombs, which can destroy every enemy on the screen.


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS
ATARI 2600
THE ARCADE SUPERSTAR!
STARGATE

Rarity: 4


1005
STARGUNNER
GUNNER 171-42
Plays on the Atari 2600 Video Computer System and Sears Tele-Game Video Arcade
Telesys

Rarity: 6
Color Handle: 7

Stargunner

6.3

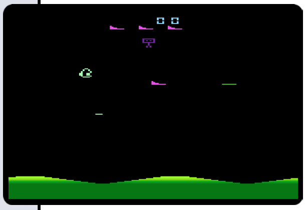
Developer Telesys *(Alex Leavens)*
Publisher Telesys
Release date 1982
Genre Shooter
Mode 1 Player

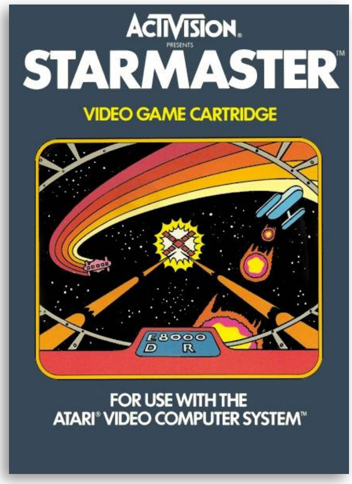
Players take the role of a stargunner for the Yarthae Empire. The Empire is being invaded by the Sphyzygi. The stargunner must destroy their invading ships but beware of the bombs dropped by the Sphyzygi droid, Bobo.

This game is similar to Defender without the humanoids to rescue. Players must fly around the screen, shooting any incoming ships that appear.

"mobygames.com"

Gunner
©1982
Telesys




ACTIVISION
PRESENTS
STARMASTER
VIDEO GAME CARTRIDGE
FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM

Rarity: 2

Starmaster

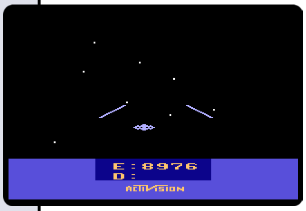
6.9

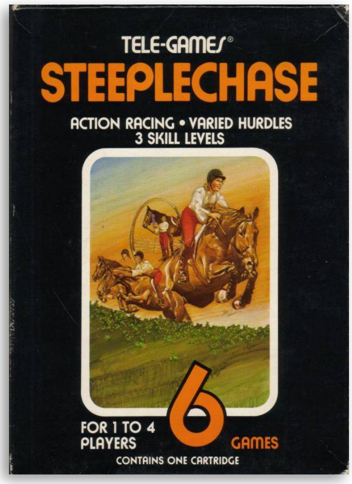
Developer Activision *(Alan Miller)*
Publisher Activision
Release date 1982
Genre Shooter
Mode 1 Player

In the game the player pilots a starfighter, with the purpose of destroying a number of enemy ships before they destroy four friendly starbases. Gameplay is presented mostly in first person cockpit view, which is achieved with surprisingly good effect given the 2600's primitive graphics capabilities.

The game is very similar in many respects to Atari's 8-bit computer game Star Raiders.

E : 9999
D :
Copyright 1982


E : 8976
D :
ACTIVISION


TELE-GAMES
STEEPLECHASE
ACTION RACING • VARIED HURDLES
3 SKILL LEVELS
FOR 1 TO 4 PLAYERS
6
GAMES
CONTAINS ONE CARTRIDGE

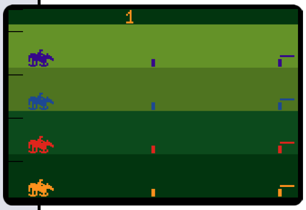
Rarity: 4

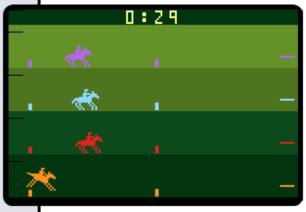
Steeplechase

5.4

Developer Atari *(Jim Huether)*
Publisher Sears
Release date 1980
Genre Simulation, Sports
Mode 1-4 Players

Steeplechase simulates a steeplechase-style horse race. Up to four players can play against each other, each choosing a horse while the computer controls the seventh horse on the bottom. Each player's horse begins galloping, and the players must jump over obstacles in their lanes by pressing their colored buttons. The horse that successfully jumps all obstacles smoothly becomes the fastest horse and wins.





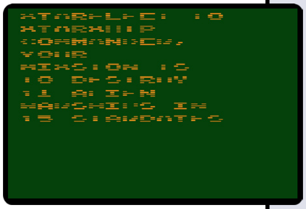
6.1

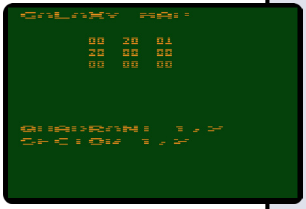
Stellar Track

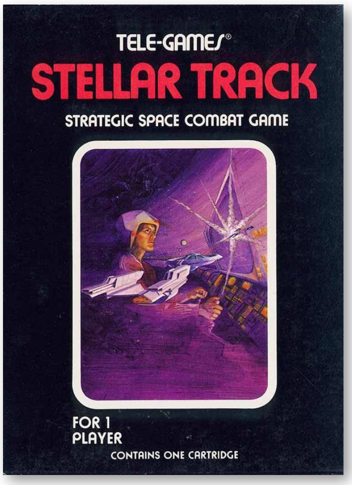
Developer	Atari *(Robert Zdybel)*
Publisher	Sears
Release date	1981
Genre	Simulation, Strategy
Mode	1 Player

This is an Atari 2600 version of a Star Trek game found on many college mainframes. Like those mainframe programs, it has no graphics, only text.

The game is a unique text based space simulation that often gets overlooked. The gameplay revolves around hunting down and engaging enemy war ships around the galaxy.






TELE-GAMES®
STELLAR TRACK
STRATEGIC SPACE COMBAT GAME
FOR 1 PLAYER
CONTAINS ONE CARTRIDGE

Rarity: 4

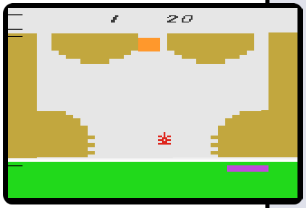
6.2

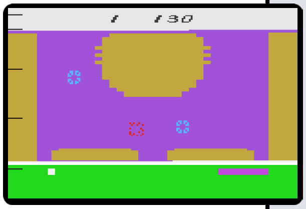
Strategy X

Developer	Konami
Publisher	Konami
Release date	1983
Genre	Action
Mode	1-2 Players

As a tank, players must get past obstacles and avoid enemy fire to reach a base at the far end on the course. They must not delay, however, as they will run out of fuel. There are fuel depots along the course that can refill them, but sometimes the enemy guns will destroy these before players can grab it.

In a two player game, players alternate tanks each time they die.





KONAMI VIDEO GAME CARTRIDGE
Konami
STRATEGY X
TM

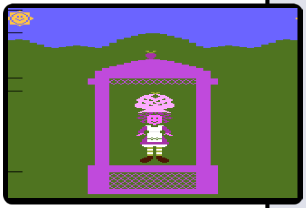
Rarity: 5

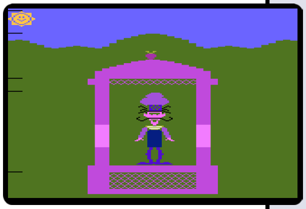
4.4

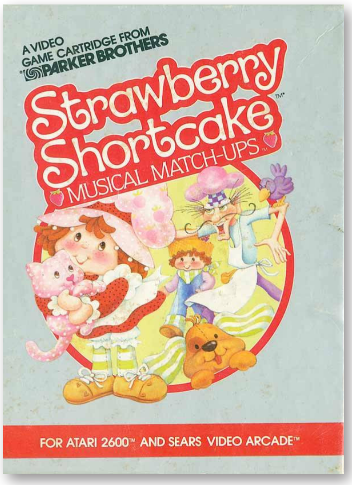
Strawberry Shortcake Musical Matchups

Developer	Parker Brothers *(Dawn Stockbridge)*
Publisher	Parker Brothers
Release date	1983
Genre	Puzzle
Mode	1 Player

Strawberry Shortcake Musical Match-Ups is a puzzle game where players try to straighten out mixed up Strawberryland characters within a given time limit. When the game begins, a mixed up character will appear on the screen and players need to change the head, body, and legs until they are all from a single character. If a complete character is correctly formed, the character will perform a dance with a musical theme.

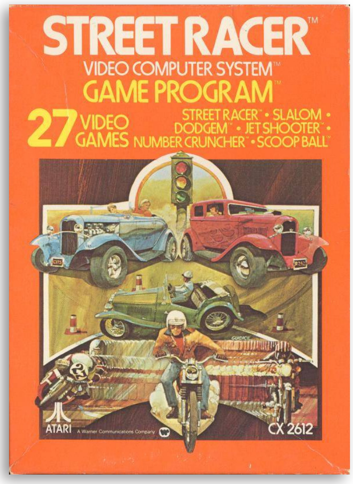





A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
Strawberry Shortcake™
MUSICAL MATCH-UPS
FOR ATARI 2600™ AND SEARS VIDEO ARCADE™

Rarity: 4

Street Racer


STREET RACER
VIDEO COMPUTER SYSTEM
GAME PROGRAM
27 VIDEO GAMES
STREET RACER • SLALOM • DODGEM • JET SHOOTER • NUMBER CRUNCHER • SCOOP BALL
ATARI
CX 2612

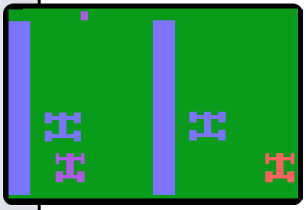
Rarity: 2
Atari “12 street racer”: 3
Sears: 3

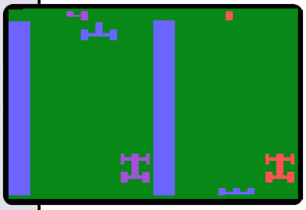
Developer	Atari *(Larry Kaplan)*
Publisher	Atari
Release date	1977
Genre	Racing
Mode	1-4 Players

Street Racer is an early racing game for the Atari 2600. It was programmed by Larry Kaplan and released as one of the nine Atari 2600 launch titles.

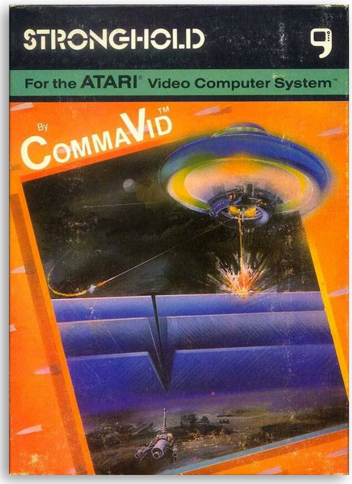
The game offered 27 game variations, grouped into the following sub-games: 1–6: Street racer. 7–12: Slalom. 13–16: Dodgem. 17–20: Jet shooter. 21–24: Number cruncher. 25–27: Scoop ball. Each of the sub-games has roughly the same gameplay: the player controls a vehicle that must avoid or collect certain objects.

5.6





Stronghold


STRONGHOLD
9
For the ATARI Video Computer System
By
COMMAVID

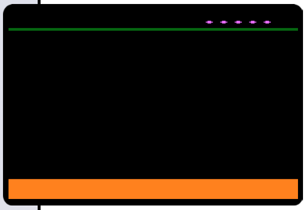
Rarity: 9

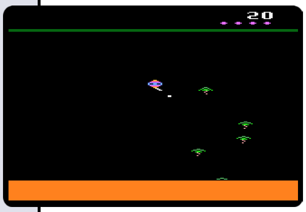
Developer	CommaVid *(Joseph Biel)*
Publisher	CommaVid
Release date	1983
Genre	Shooter
Mode	1 Player

Players are sent to check out an abandoned asteroid base called Stronghold. As they approach, drones are launched from the surface. It may be abandoned but apparently the automatic defense system still works. Players must shoot or avoid the drones. If the drones are cloned, and traveling in sets, shooting any drone in the set destroys all the ones in the set, if they are destroyable.

“mobygames.com”

5.6





Stuntman

PANDA
COMPUTER GAMES
CARTRIDGE
FOR USE WITH
ATARI 2600 VIDEO GAME
Sears 2600 Tele-Games
AND COMPATIBLE SYSTEMS
STUNTMAN

Rarity: 6

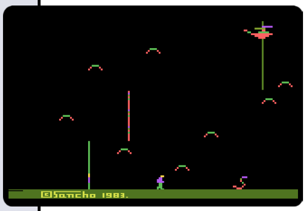
Developer	Panda
Publisher	Panda
Release date	1983
Genre	Action
Mode	1 Player

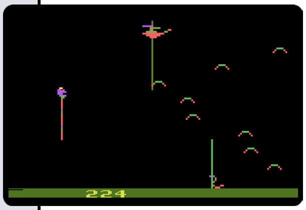
As an action stunt man, the goal is to climb up a series of ropes to reach the helicopter that flies by. Players must avoid the birds which will knock them to the ground where a snake is waiting to devour them. In higher levels, they must collect balloons and beat up demons before they can board the helicopter.

This was Panda’s NTSC release of Sancho’s Nightmare.

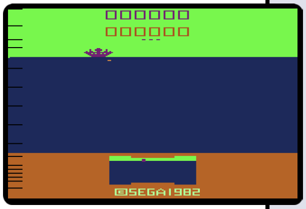
“atariguide.com”

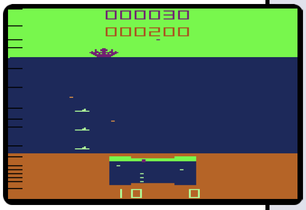
4.0


©Sancho 1983.



6.2





Sub Scan

Developer	Sega
Publisher	Sega
Release date	1983
Genre	Strategy
Mode	1 Player

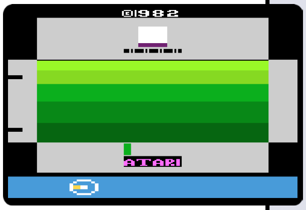
In Sub Scan, Sega's release of its "Deep Scan" arcade game, players are the destroyer and must drop depth charges onto passing submarines. They time their drops so as they sink, they will hit the sub.

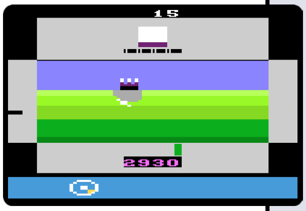
The amount of bonus players get per sub varies depending on how many subs they have hit before hitting the bonus sub. Once they hit the bonus sub, the bonus per sub amount resets to the lowest amount and begins climbing again.

FOR USE WITH ATARI® VIDEO COMPUTER SYSTEM AND SEARS® VIDEO ARCADE
SUB SCAN
SEGA

Rarity: 4

6.0



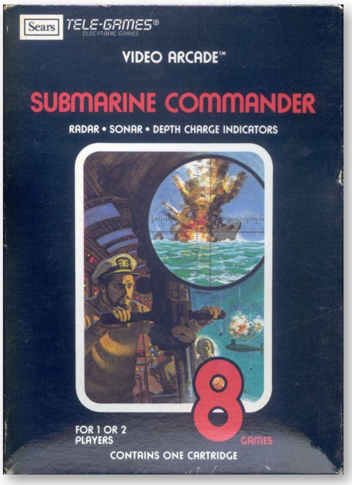


Submarine Commander

Developer	Atari *(Matthew Hubbard)*
Publisher	Sears
Release date	1982
Genre	Simulation
Mode	1-2 Players

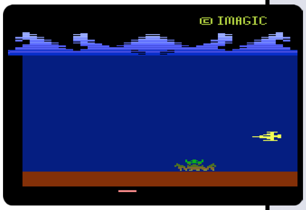
As the commander of a submarine in enemy waters, players must use their skills, radar, and luck to take down the enemy ships. With 8 difficulty settings there is a lot of the game to master as players must start to keep an eye on their fuel, torpedoes, radar, and enemy while avoiding depth charges as the difficulty rises. Players can fire up to two torpedoes at a time.

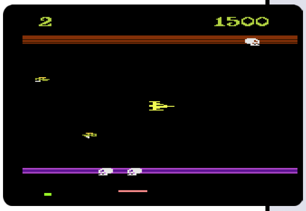
"mobygames.com"


Sears
TELE-GAMES®
VIDEO ARCADE™
SUBMARINE COMMANDER
RADAR • SONAR • DEPTH CHARGE INDICATORS
8
FOR 1 OR 2 PLAYERS
GAMES
CONTAINS ONE CARTRIDGE

Rarity: 5

8.0

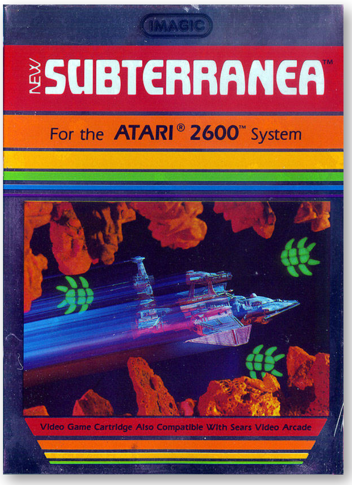




Subterranea

Developer	Imagic *(Mark Klein)*
Publisher	Imagic
Release date	1983
Genre	Shooter
Mode	1-2 Players

Subterranea is a side scrolling shooter. The goal is to locate treasure crystals within the Hexuplex Caves. Controlling a cave ranger, players need to blast the various types of aerobots which are guarding the cave. When all of the bots on a cave level have been destroyed, a passageway opens allowing them to travel deeper into the caverns. When they reach the last level of the cavern, they can collect the treasure crystal and be transported to the next set of caves.


IMAGIC
NEW SUBTERRANEA™
For the ATARI® 2600™ System
Video Game Cartridge Also Compatible With Sears Video Arcade

Rarity: 6

SUICIDE MISSION
a Supercharger game
FOR THE ATARI® VIDEO COMPUTER SYSTEM
Supercharger™ unit must be purchased separately. Cassette player required.
STARPATH™ CORPORATION
Arcadia Corporation has changed its' name to STARPATH™ Corp. and is not associated with Emerson Radio Corp. or its' game "Arcadia 2001".

Rarity: 4

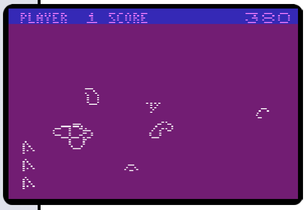
Suicide Mission

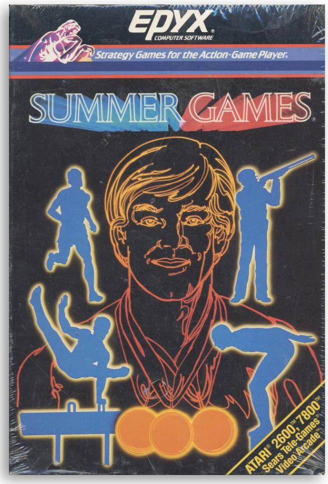
Developer	Starpath *(Stephen Landrum, Steve Hales)*
Publisher	Starpath
Release date	1982
Genre	Shooter
Mode	1-2 Players

Suicide Mission is an arcade action game similar to Asteroids. Players control a microscopic submarine navigating the bloodstream of someone who has been infected by a virus. The goal is to destroy the virus. Each time players shoot a cell infected with the virus, it will split up into smaller pieces. Eventually the pieces will be small enough that they can be destroyed. When everything has been destroyed, they can move on to the next, more difficult level.

7.0

Suicide
Mission
Copyright
© 1982
ARCADIA


PLAYER 1 SCORE
380


EPYX
COMPUTER SOFTWARE
Strategy Games for the Action-Game Player.
SUMMER GAMES
ATARI® 2600™/7800™
Sears Tele-Games
Video Arcade

Rarity: 4

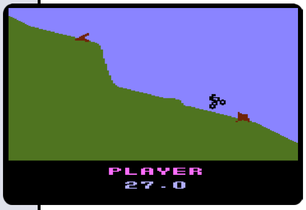
Summer Games

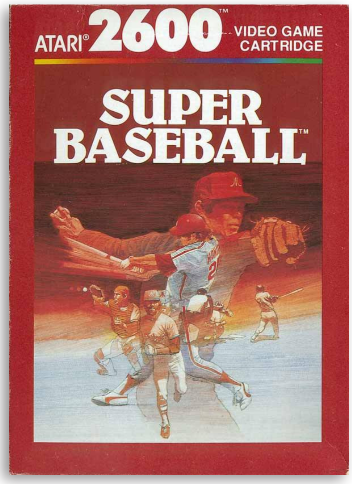
Developer	Epyx *(Peter Engelbrite)*
Publisher	Epyx
Release date	1987
Genre	Sports
Mode	1-8 Players

Summer Games is a sports game based on sports featured in the Summer Olympic Games. The game is presented as a virtual multi-sport competition called the “Epyx Games” (there was no official IOC licensing in place) with up to eight players each choosing a country to represent, and then taking turns competing in various events to try for a medal.

7.4

SUMMER
GAMES
©1987
EPYX




ATARI® 2600™
VIDEO GAME CARTRIDGE
SUPER BASEBALL™

Rarity: 2

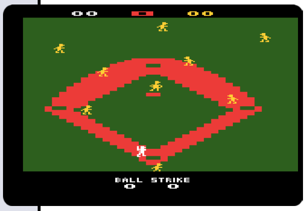
Super Baseball

Developer	Atari
Publisher	Atari
Release date	1988
Genre	Sports
Mode	1-2 Players

This game is an altered version of the Atari 2600 version of RealSports Baseball. The game controls are identical. The alterations are that the graphics and colors were changed. Also, the options were reduced to one or two player and whether, in one player, the human player is up first at bat or not. Otherwise, everything else is the same. Players still can throw fastballs, curve balls, sinkers, etc. and they can still bunt, hit fly balls, etc.

5.0

ATARI
SUPER
BASEBALL
1 PLAYER
1st UP
2nd UP
2 PLAYERS
©1988
ATARI
CORPORATION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BALL STRIKE
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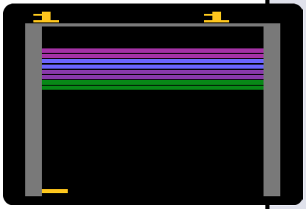
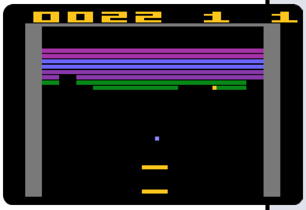
7.5



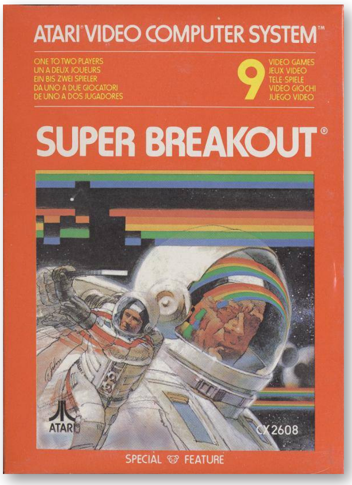


Super Breakout

Developer Atari *(Nick Turner)*
Publisher Atari
Release date 1982
Genre Breakout
Mode 1-2 Players

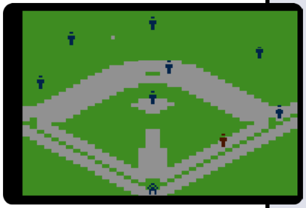
Super Breakout features similar gameplay to the original, but with several new game variations. The goal is to earn as many points as possible by destroying the bricks at the top of the playfield. To do this, players need to use the paddle at the bottom of the screen to keep a bouncing ball within the playfield. There are four different game variations included; Breakout, Progressive, Double Breakout and Cavity.

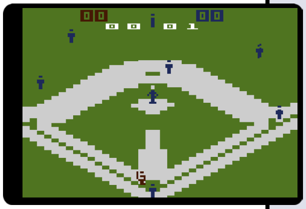
"mobygames.com"


ATARI VIDEO COMPUTER SYSTEM™
9
SUPER BREAKOUT®
ATARI
CX2608
SPECIAL FEATURE

Rarity: 2
Sears: 3

6.5

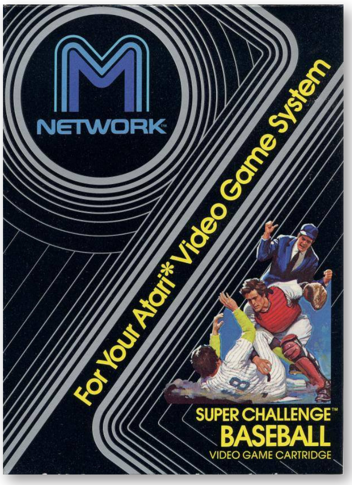




Super Challenge Baseball

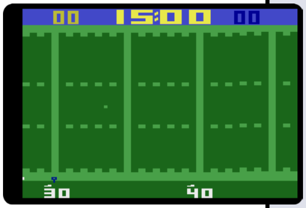
Developer M-Network *(Dave Rolfe)*
Publisher M-Network, INTV, Telegames
Release date 1982
Genre Sports
Mode 2 Players

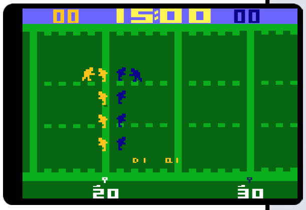
Super Challenge Baseball is an action baseball game for two players. The game follows most professional baseball rules and allows players to control all of the players on the team. They can throw a variety of pitches (from curve balls to fast balls), steal bases, tag players out, bunt, try for a home run, and in the event of a tie the game goes into extra innings. Several difficulty levels are available which control the game speed and whether or not stealing bases is allowed.


M NETWORK
For Your Atari* Video Game System
SUPER CHALLENGE™
BASEBALL
VIDEO GAME CARTRIDGE

Rarity: 3
M-Network: 2

6.2

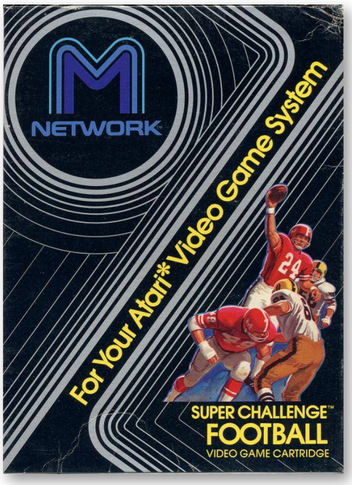




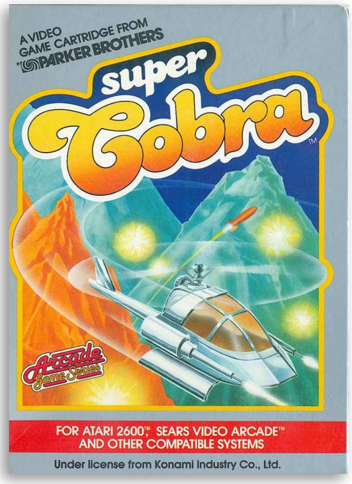
Super Challenge Football

Developer M-Network *(Ken Smith)*
Publisher M-Network, INTV, Telegames
Release date 1982
Genre Sports
Mode 2 Players

Super Challenge Football contains almost all the elements of a real football game. The game consists of four quarters, fifteen minutes each. There are four difficulty levels; high school, college, semi-pro, and pro. There are nine different plays to call, including running plays, field goals, passing plays, and punting. The only thing that's not realistic about Super Challenge Football is the teams only have five players on offense and on defense.


M NETWORK
For Your Atari* Video Game System
SUPER CHALLENGE™
FOOTBALL
VIDEO GAME CARTRIDGE

Rarity: 3


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
super Cobra
Arcade Game Series
FOR ATARI 2600™ SEARS VIDEO ARCADE™ AND OTHER COMPATIBLE SYSTEMS
Under license from Konami Industry Co., Ltd.

Rarity: 3

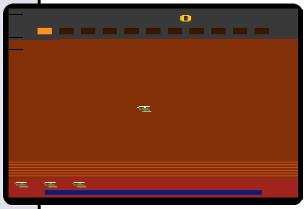
Super Cobra

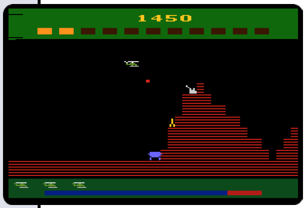
Developer	Parker Brothers *(Mike Brodie)*
Publisher	Parker Brothers
Release date	1983
Genre	Shooter
Mode	1 Player

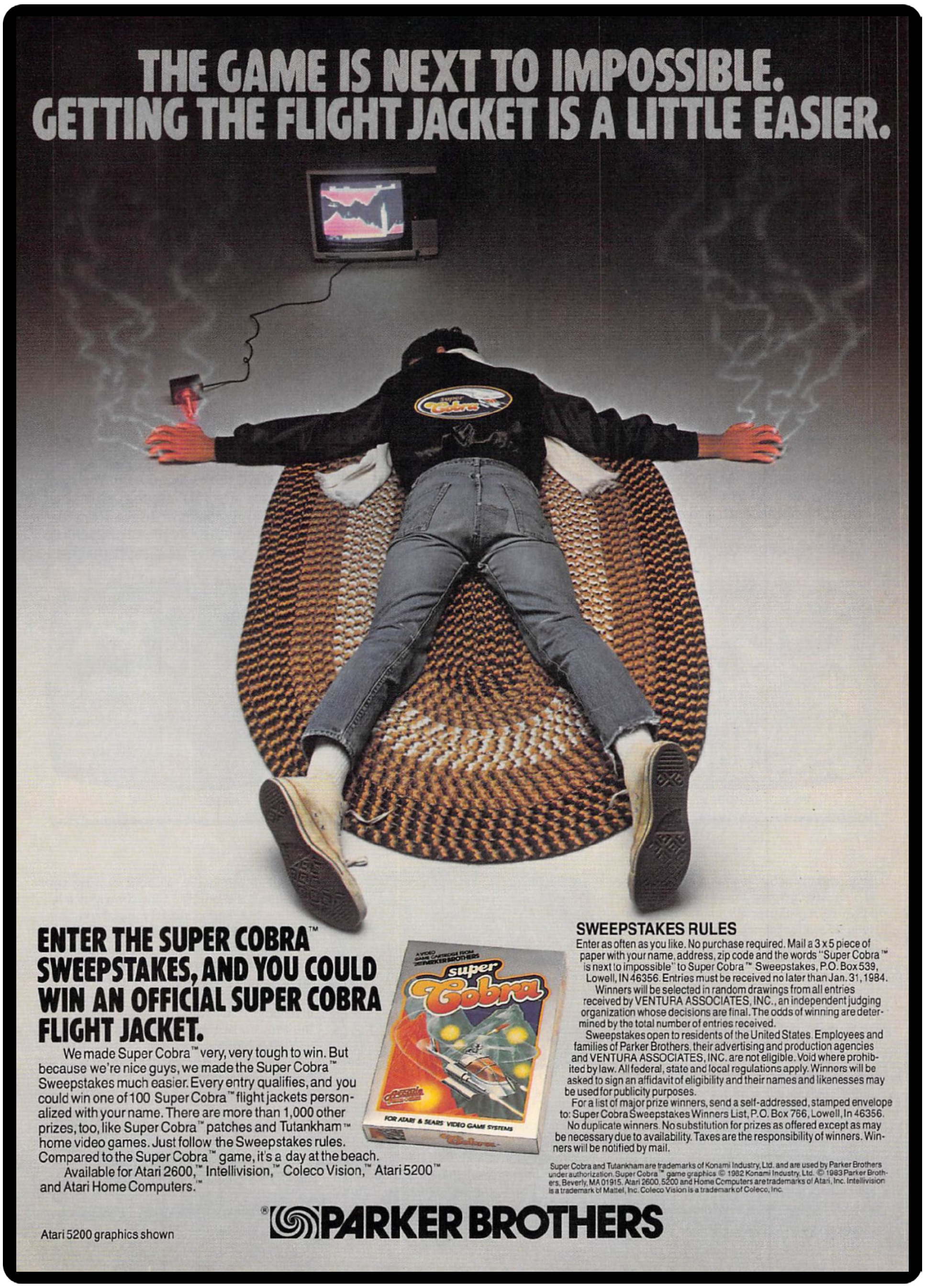
Super Cobra, first released in 1981 as a arcade game by Konami, is the sequel to popular horizontally scrolling shooter Scramble. The player controls a helicopter through tight caverns, and the slightest misstep will result in the loss of a life.

The Atari 2600 version was awarded a Certificate of Merit in the category of "Best Action Videogame" at the 5th annual Arkie Awards for 1983.

6.7







THE GAME IS NEXT TO IMPOSSIBLE.
GETTING THE FLIGHT JACKET IS A LITTLE EASIER.

ENTER THE SUPER COBRA™ SWEEPSTAKES, AND YOU COULD WIN AN OFFICIAL SUPER COBRA FLIGHT JACKET.

We made Super Cobra™ very, very tough to win. But because we're nice guys, we made the Super Cobra™ Sweepstakes much easier. Every entry qualifies, and you could win one of 100 Super Cobra™ flight jackets personalized with your name. There are more than 1,000 other prizes, too, like Super Cobra™ patches and Tutankham™ home video games. Just follow the Sweepstakes rules. Compared to the Super Cobra™ game, it's a day at the beach.

Available for Atari 2600,™ Intellivision,™ Coleco Vision,™ Atari 5200™ and Atari Home Computers.™

Atari 5200 graphics shown

SWEEPSTAKES RULES

Enter as often as you like. No purchase required. Mail a 3 x 5 piece of paper with your name, address, zip code and the words "Super Cobra™ is next to impossible" to Super Cobra™ Sweepstakes, P.O. Box 539, Lowell, IN 46356. Entries must be received no later than Jan. 31, 1984.

Winners will be selected in random drawings from all entries received by VENTURA ASSOCIATES, INC., an independent judging organization whose decisions are final. The odds of winning are determined by the total number of entries received.

Sweepstakes open to residents of the United States. Employees and families of Parker Brothers, their advertising and production agencies and VENTURA ASSOCIATES, INC. are not eligible. Void where prohibited by law. All federal, state and local regulations apply. Winners will be asked to sign an affidavit of eligibility and their names and likenesses may be used for publicity purposes.

For a list of major prize winners, send a self-addressed, stamped envelope to: Super Cobra Sweepstakes Winners List, P.O. Box 766, Lowell, In 46356.

No duplicate winners. No substitution for prizes as offered except as may be necessary due to availability. Taxes are the responsibility of winners. Winners will be notified by mail.

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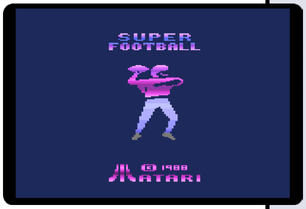
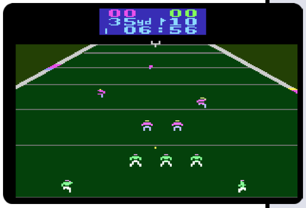
PARKER BROTHERS

7.3


SUPER
FOOTBALL
© 1988
ATARI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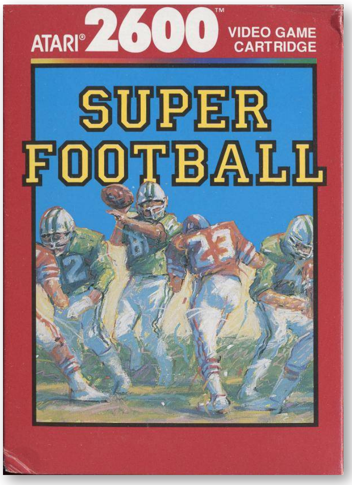
Super Football

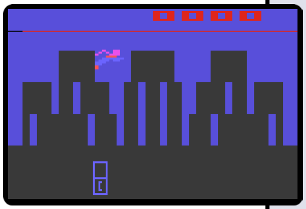
Developer Atari (Doug Neubauer)
Publisher Atari
Release date 1988
Genre Sports
Mode 1-2 Players

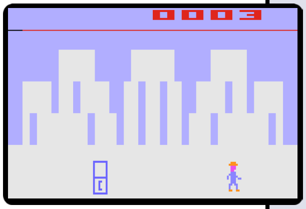
This is an American football game with an isometric view. Player one always starts as offense and are in the red jerseys. The computer (or player two) starts as defense and are in blue jerseys. Players have the choice to pass or run. On the offense, they control the quarterback until he passes the ball. They then control the receiver. The quarterback cannot pass after he crosses the line of scrimmage. On defense, they control the corner.


ATARI 2600 VIDEO GAME CARTRIDGE
SUPER FOOTBALL

Rarity: 2

5.0



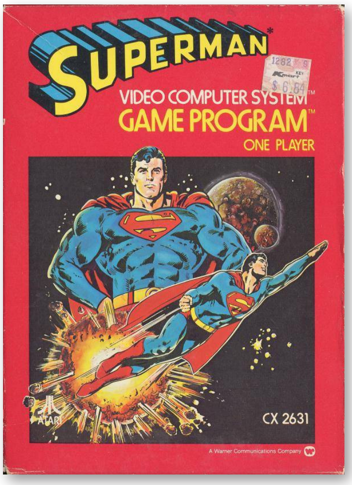


Superman

Developer Atari *(John Dunn)*
Publisher Atari
Release date 1978
Genre Action-Adventure
Mode 1-2 Players

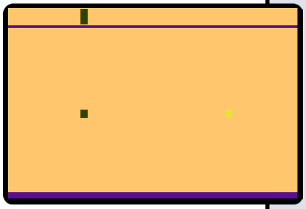
The player takes control of the DC Comics character Superman, who must repair the bridge destroyed by Lex Luthor, capture Luthor and his criminal underlings, enter a phonebooth to turn back into Clark Kent, then return to the Daily Planet in the shortest possible time.

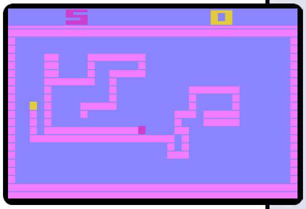
Superman was built using the prototype code for Warren Robinett's Adventure, and ended up being published before Adventure was finished.


SUPERMAN
VIDEO COMPUTER SYSTEM
GAME PROGRAM
ONE PLAYER
ATARI
CX 2631

Rarity: 2
Sears: 4

6.6



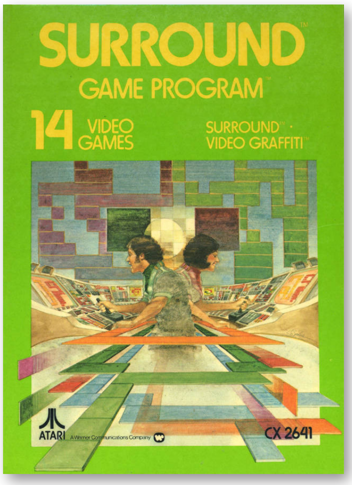


Surround

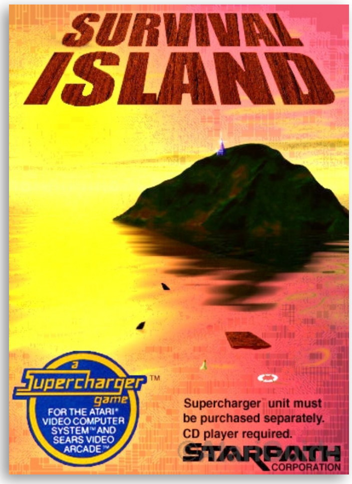
Developer Atari *(Alan Miller)*
Publisher Atari
Release date 1977
Genre Action
Mode 1-2 Players

Surround, one of the nine Atari 2600 launch titles, was an unofficial port of the arcade game Blockade, released the previous year by Gremlin. As such, it was the first home console version of the game that would become widely known on other platforms as Snake.

As with other early Atari games, it was licensed to Sears, which released it under the name Chase.


SURROUND
GAME PROGRAM
14 VIDEO GAMES
SURROUND · VIDEO GRAFFITI
ATARI
CX 2641

Rarity: 2
"41 surround" Label: 3
Sears Picture Label: 5


SURVIVAL ISLAND
Supercharger game
FOR THE ATARI VIDEO COMPUTER SYSTEM AND SEARS VIDEO ARCADE
Supercharger unit must be purchased separately. CD player required.
STARPATH CORPORATION

Rarity: 8

Survival Island

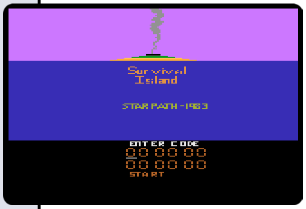
Developer	Starpath *(Scott Nelson)*
Publisher	Starpath
Release date	1983
Genre	Adventure
Mode	1 Player

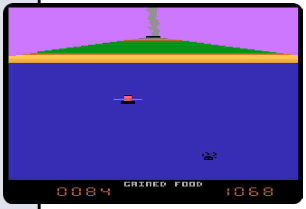
Players are headed to a mysterious island to study a temple when their ship is sunk. Now they must get to the island while collecting supplies, get through the dangerous jungle then explore the temple. All in a days work.

This game is in three sections. They are called Shipwrecked, The Wilderness Island and The Secret Temple.

"mobygames.com"

8.5


Survival Island
STAR PATH -1983
ENTER CODE
00 00 00
00 00 00
START


0084
GAINED FOOD
1068

Turn Your ATARI 2600 into POWER ARCADE with
COSMIC COMMANDER
Control
FOR ADDED VIDEO EXCITEMENT REPLACE YOUR ATARI JOYSTICK WITH COSMIC COMMANDER CONTROL
MB

Rarity: 4

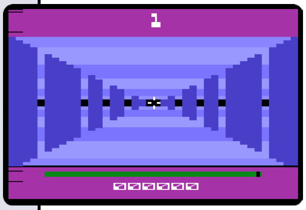
Survival Run

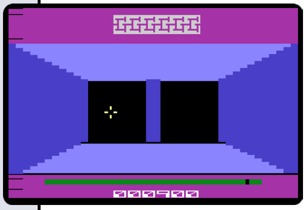
Developer	Milton Bradley
Publisher	Milton Bradley
Release date	1983
Genre	Shooter
Mode	1 Player

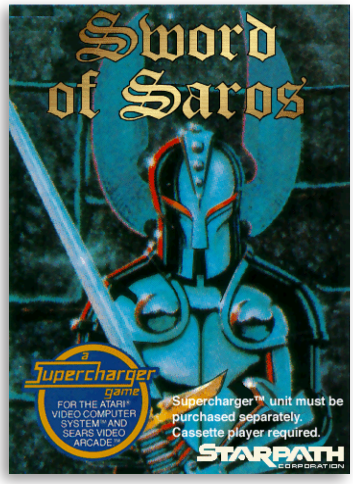
In this game players have entered some underground caverns on another planet. As they try to navigate their way through, they must destroy enemy space ships and force fields. Players can see the ships coming in the distance but if they get too close they will fire on them, causing them to lose energy.

The game was shipped with the Cosmic Commander controller.

6.8






Sword of Saros
Supercharger game
FOR THE ATARI VIDEO COMPUTER SYSTEM AND SEARS VIDEO ARCADE
Supercharger™ unit must be purchased separately. Cassette player required.
STARPATH CORPORATION

Rarity: 8

Sword of Saros

Developer	Starpath *(Jon Leupp)*
Publisher	Starpath
Release date	1983
Genre	Adventure
Mode	1 Player

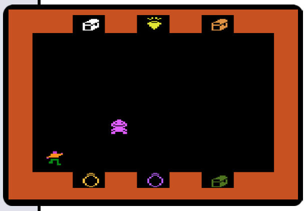
Players have entered a wizard's dungeons in search of the fabled Sword of Saros. They must avoid the wizard, his hunter bat and other nasties while gathering treasure. Then they must escape from the dungeons.

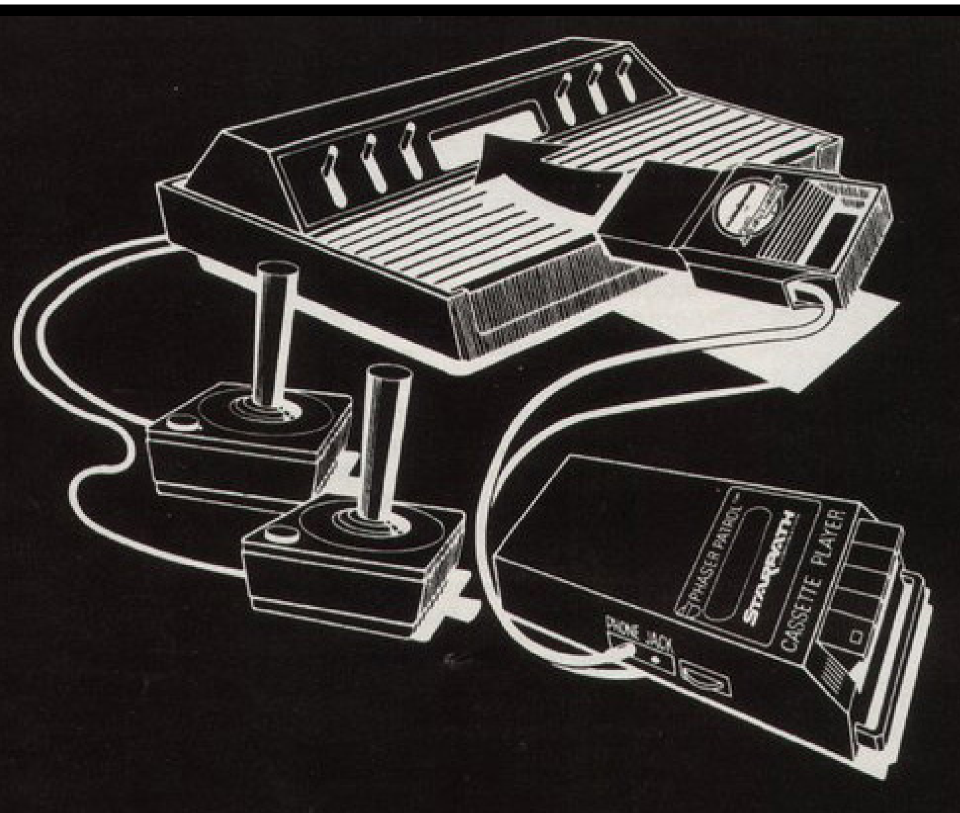
The player begins in a maze. The narrow areas are corridors and the wider areas are rooms. The player must move from room to room, avoiding the wizard and his bat, gathering treasure, items and keys.

"mobygames.com"

8.0

SWORD OF SAROS





TURN YOUR ATARI® VIDEO COMPUTER SYSTEM INTO A STATE OF THE ART GAME SYSTEM-FOR THE PRICE OF A GOOD VIDEO GAME.

Why invest hundreds of dollars in a home computer when you can plug the Starpath™ Supercharger™ into your Atari® VCS™?

- What is the Supercharger™?

  The Supercharger™ expands the game-playing power of your Atari® VCS.™

  Inside the Supercharger™ are special digital electronics which multiply the VCS RAM memory 49 times!

  Plus, an audio interface cable attached to the Supercharger™ plugs into the earphone jack of any cassette tape player.
- What does it do?

  The Supercharger™ lets you play games with high resolution graphics, faster action, and far more complexity.

  The Supercharger™ upgrades your VCS with state-of-the-art electronics.

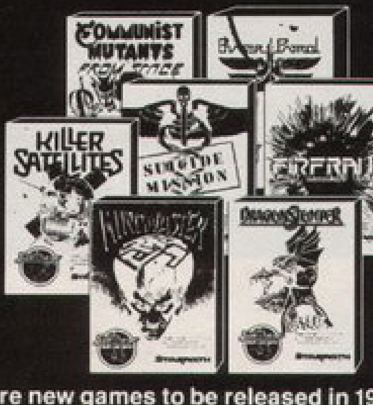
  Furthermore, Supercharger™ games come on economical cassette tapes, far less expensive than conventional game cartridges.
- Multi Load™ games.

  Cassette tape lets Starpath offer unique Multi Load™ games.

  Games like Dragonstomper™ and Escape from the Mindmaster™ include several "loads" on one cassette.

  Each load is like an entire conventional game. Multi Load™ games offer complexity and depth that no conventional Rom cartridge game can match. It is like owning an LP instead of a "45" single record.
- The Supercharger™ comes with the highly acclaimed and award winning Phaser Patrol™ game for a suggested list under $45.00.
- Starpath games have a suggested list price under $15.00; under $18.00 for Multi Load games.
- Starpath games may be used with the Atari® VCS,™ and the Sears Tele-games® Video Arcade.™

Electronic Games Magazine calls Supercharger™ computer games "one of the greatest products ever to enter the field of home videogaming." Video Review calls them "the hit of the holiday season."
You'll call them the most challenging games you've ever played.



Many more new games to be released in 1983.

STARPATH™ CORPORATION

(formerly Arcadia Corporation)
2005 De La Cruz Blvd.
Santa Clara, CA 95050
(408) 970-0200

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ATARI® INTRODUCES

A video game series so challenging, you could win up to $150,000 in prizes for solving it.

Atari's new SwordQuest takes you on a journey through four separate worlds—actually four separate video game cartridges—in search of a jeweled sword. The Sword of Ultimate Sorcery.

But along the way, you could actually win four different $25,000 jewel-encrusted treasures (one for solving each game) and even the ultimate treasure: a $50,000 jeweled sword in the Atari $150,000 SwordQuest challenge (see game rules for details).

To help you solve each game, you'll find a SwordQuest DC-Comicbook enclosed with each cartridge. It contains the detailed story of that SwordQuest game along with the clues you'll need to master its mysteries.

In fact, if you can solve any one of SwordQuest's four separate video games, you'll be considered

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SWORDQUEST™

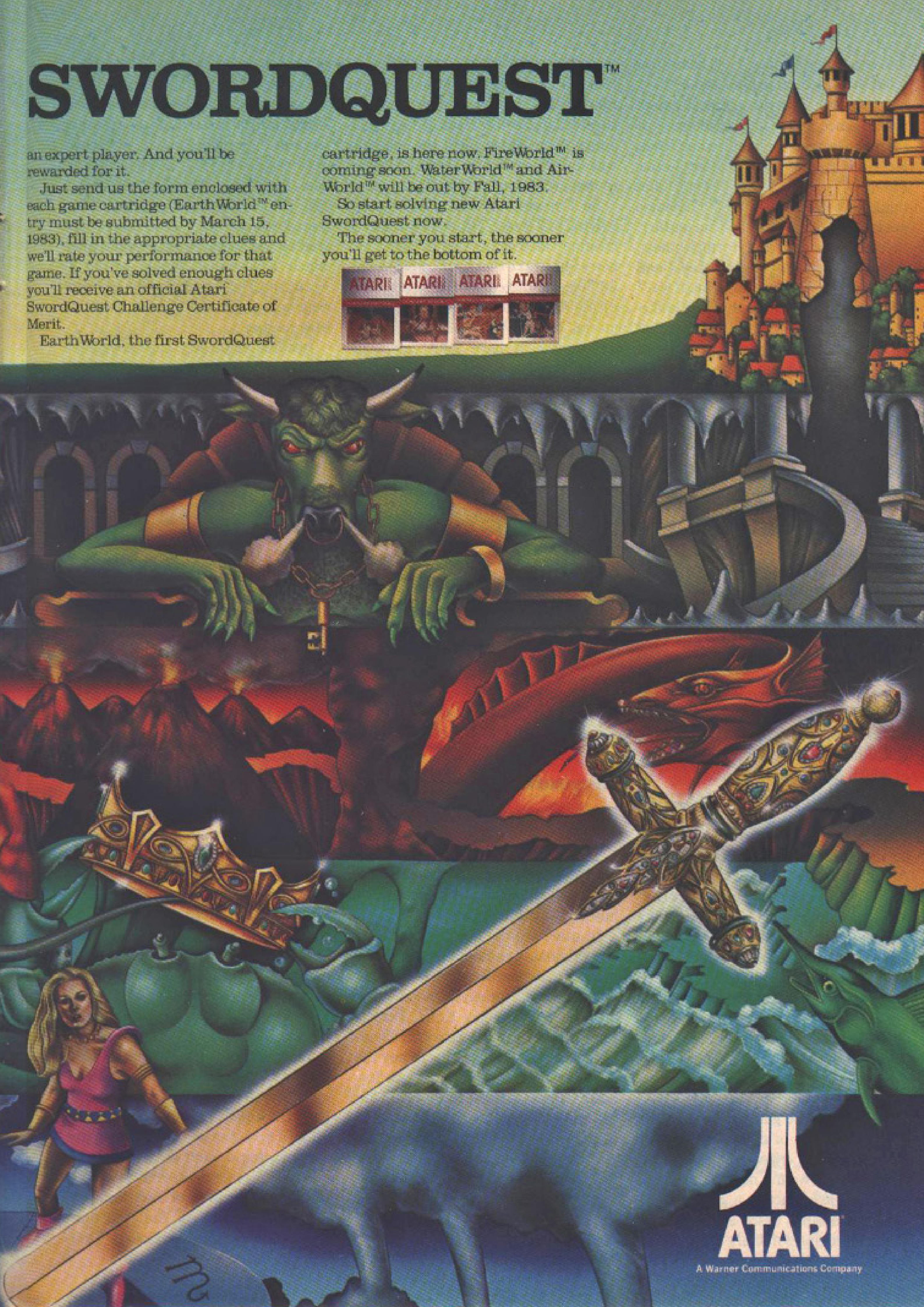
an expert player. And you'll be rewarded for it.

Just send us the form enclosed with each game cartridge (EarthWorld™ entry must be submitted by March 15, 1983), fill in the appropriate clues and we'll rate your performance for that game. If you've solved enough clues you'll receive an official Atari SwordQuest Challenge Certificate of Merit.

EarthWorld, the first SwordQuest cartridge, is here now. FireWorld™ is coming soon. WaterWorld™ and AirWorld™ will be out by Fall, 1983.

So start solving new Atari SwordQuest now.

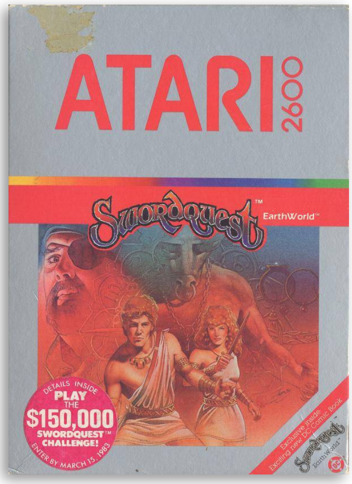
The sooner you start, the sooner you'll get to the bottom of it.



ATARI®
A Warner Communications Company

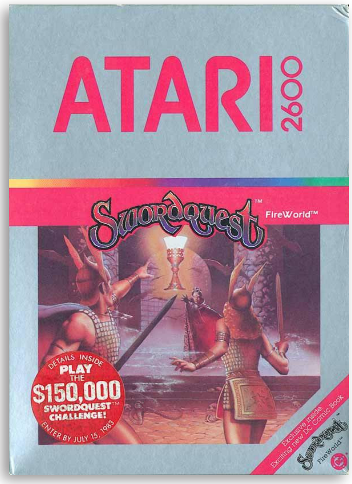
Swordquest

Dan Hitchens



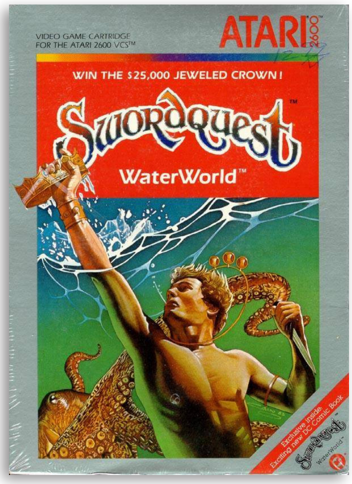
Rarity:2

Tod Frye



Rarity: 3

Tod Frye


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS
ATARI 2600
WIN THE $25,000 JEWELED CROWN!
Swordquest
WaterWorld

Rarity: 9

Swordquest is an unfinished series of video games produced by Atari in the 1980s as part of a contest, consisting of three finished games and a planned but never released fourth game. Each of the games came with a comic book that explained the plot, as well as containing part of the solution to a major puzzle that had to be solved to win the contest, with a series of prizes on offer whose total value was $150,000. The series had its genesis as a possible sequel to Atari's groundbreaking 1979 title Adventure, but it quickly developed a mythology and system of play that was unique. The comic books were produced by DC Comics, written by Roy Thomas and Gerry Conway, and drawn and inked by George Pérez and Dick Giordano. A special fan club offer was provided, allowing those who wanted the game, to also get a T-shirt and poster for each game.

The games of the Swordquest series (along with Atari 2600 Raiders of the Lost Ark) were some of the earliest attempts to combine the narrative and logic elements of the adventure game genre- with the twitch gameplay of the action genre, making them some of the very first 'action-adventure' games. However, the series was unable to hold the last two contests along with the grand finale contest, as well as release the final game in the series, due to Atari's financial problems leading up to and being a part of the Video Game Crash of 1983.

Atari planned four interrelated Swordquest games, one each based on earth, fire, water, and air. The company intended that playing all four games would be necessary to win the final prize. Each had essentially the same gameplay: Logic puzzle adventure style gaming interspersed with arcade style action gaming. The character wanders through each screen, picking up and dropping items, playing simplified variants of then-current "twitch" games between screens. If the correct items are placed in a room, a clue shows up, pointing the player to a page and panel in the comic book included with the game. There, the player would find a word that was hidden in that panel. If the player found all five, or in the case of Waterworld, four, correct clues, amongst all the hidden words (hinted at by a hidden clue in the comic), they could send the sentence to Atari and have a chance to compete in the finals and win a prize. During the playoff, which ran on special versions of the games, the person who managed to find the most clues within 90 minutes would be considered the winner. The winners of the four game contests would go on to a final competition where they would compete for a sword valued at $50,000. However, only two of the competitions actually took place before Atari cancelled the contest in 1983.

Earthworld

Earthworld was the first of the four games. Its room structure was based on the signs of the zodiac.

While the basic creative direction of the game was provided by Swordquest Lead Tod Frye, the game was coded by Dan Hitchens.

Sounds from Swordquest: Earthworld were used in the 2002 film Solaris directed by Steven Soderbergh and starring George Clooney. The sounds are used to represent the spaceship breaking up.

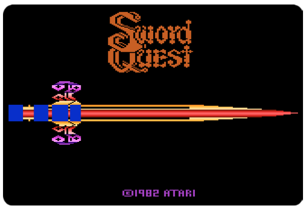
Plot

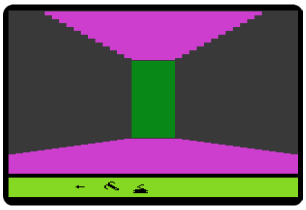
The games follow twins named Tarra and Torr. Their parents were slain by King Tyrannus's guards, prompted by a prophecy by the king's wizard Konjuro that the twins would slay Tyrannus. The twins were then raised as commoners by thieves to avoid being slain by the king. When they go to plunder Konjuro's sea keep, they accidentally reveal their identities to him. The twins then start running from a demon summoned to kill them, but it appears that a jewel they stole attracts it. After smashing the stone to avoid the demon, two of Tyrannus's old advisers appear and tell the two about the "Sword of Ultimate Sorcery" and the "Talisman of Penultimate Truth." They are then transported to Earthworld.

Contest
Out of 5,000 entries, only eight people managed to find all five of the correct clues. Of those eight, Steven Bell, who was 20 and lived near Detroit at the time, took first place and won the "Talisman of Penultimate Truth." The talisman was made of 18K solid gold, with 12 diamonds and the birthstones of the twelve Zodiac signs embedded in it, as well as a small sword made of white gold attached to the front. At the time of the contest, the Talisman was valued at $25,000.

5.6

Swordquest: EarthWorld



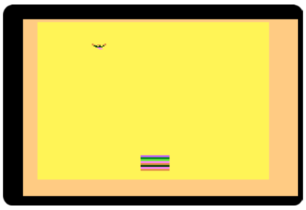


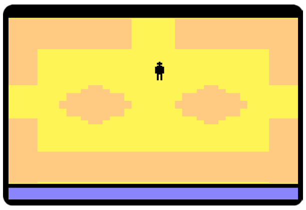
Fireworld

Fireworld's room structure was based on the tree of life.

4.6

Swordquest: FireWorld





Plot
After defeating many beasts of the Zodiac and another thief (Herminus) in Earthworld, the twins are transported to the "central chamber" where the "Sword of Ultimate Sorcery" and the "Talisman of Penultimate Truth" are kept. Upon reaching them, the sword burns a hole through its altar all the way to Fireworld.

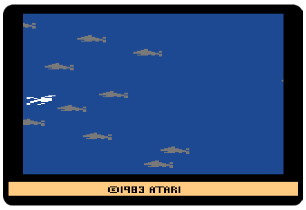
In Fireworld, the twins split up to look for water, and Torr, with the aid of the talisman, summons Mentorr who shows Torr the "Chalice of Light," which will quench his thirst. The twins reunite eventually and find the chalice. However, Torr drops it after he is startled, and it is revealed that the one they found was not the true chalice. Herminus then gives them the chalice, and it grows until it becomes large enough to swallow the twins and transports them to Waterworld.

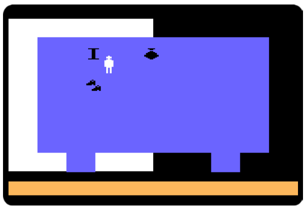
Contest
As there were more than the 50 planned participants, a much larger turnout than the previous contest, they held a second preliminary round where the contestants were told to write what they liked about the game. From there, Atari chose fifty of the entries to continue on.

The Chalice of Light was won by Michael Rideout. The chalice itself was made of gold and platinum and was adorned with citrines, diamonds, green jade, pearls, rubies, and sapphires. Like the Talisman of Penultimate Truth, the Chalice of Light had a value of $25,000. In a 2005 interview Rideout said he still was in possession of the chalice.

4.8

Swordquest: WaterWorld





Waterworld

The room structure of Waterworld was based on the seven centers of chakra. It was originally released only through the Atari Club.

Plot
Upon reaching Waterworld, the twins become separated. Tara travels to a ship made of ice, somehow forgets her name, and meets Cap'n Frost, who desires to find the "Crown of Life" and rule Waterworld. Meanwhile, Torr travels to an undersea kingdom, forgets his name as well and meets the city's ex-queen Aquana, who desires to find the "Crown of Life" in order to regain her throne.

After a brief war between the ex-queen and captain, Herminus sets the twins to duel each other. They then pray to their deities for guidance, which summons Mentorr who allows them to regain their memories. The twins throw down their swords, causing the crown to be revealed and split in half. The halves are given to the ex-queen and the captain, who then rule as equals. The "Sword of Ultimate Sorcery" then transports the twins to Airworld where they would have to do battle with King Tyrannus and Konjuro.

Contest

The winner of this contest was supposed to receive the "Crown of Life," which was made of gold and encrusted with aquamarines, diamonds, green tourmalines, rubies, and sapphires. It was valued at $25,000 when the game came out. As the contest was never held, it is not known what became of the crown.

The overall contest (including the one for the yet-to-be released Airworld) was cancelled at the last minute due in part to Atari's financial troubles during the video game crash occurring around this time. Two preliminary rounds had been conducted prior to this, with the winners of those rounds receiving $2,000. Steven Bell and Michael Rideout, the winners of the Earthworld and Fireworld competitions, received $15,000, as they could not advance to the final competition between the winners of all four contests.

Gold Chalice

Talisman of Penultimate Truth

Philosopher's Stone

Airworld

Plot

Airworld was never finished, though two prototypes are widely rumored to exist. According to programmer Tod Frye, its room structure was going to be based upon the I Ching. Additionally, Tod Frye was planning on representing each room from 1 to 64 with a six-bit number. Each bit would control a different aspect of the rules for that room (e.g., whether the player had to avoid or capture the enemies, whether the enemies attacked or avoided the player, whether the player or the enemies moved fast or slow) but this concept never got out of the design phase, and yielded some unplayable combinations, such as a slow player that had to capture fast moving enemies that avoided the player.

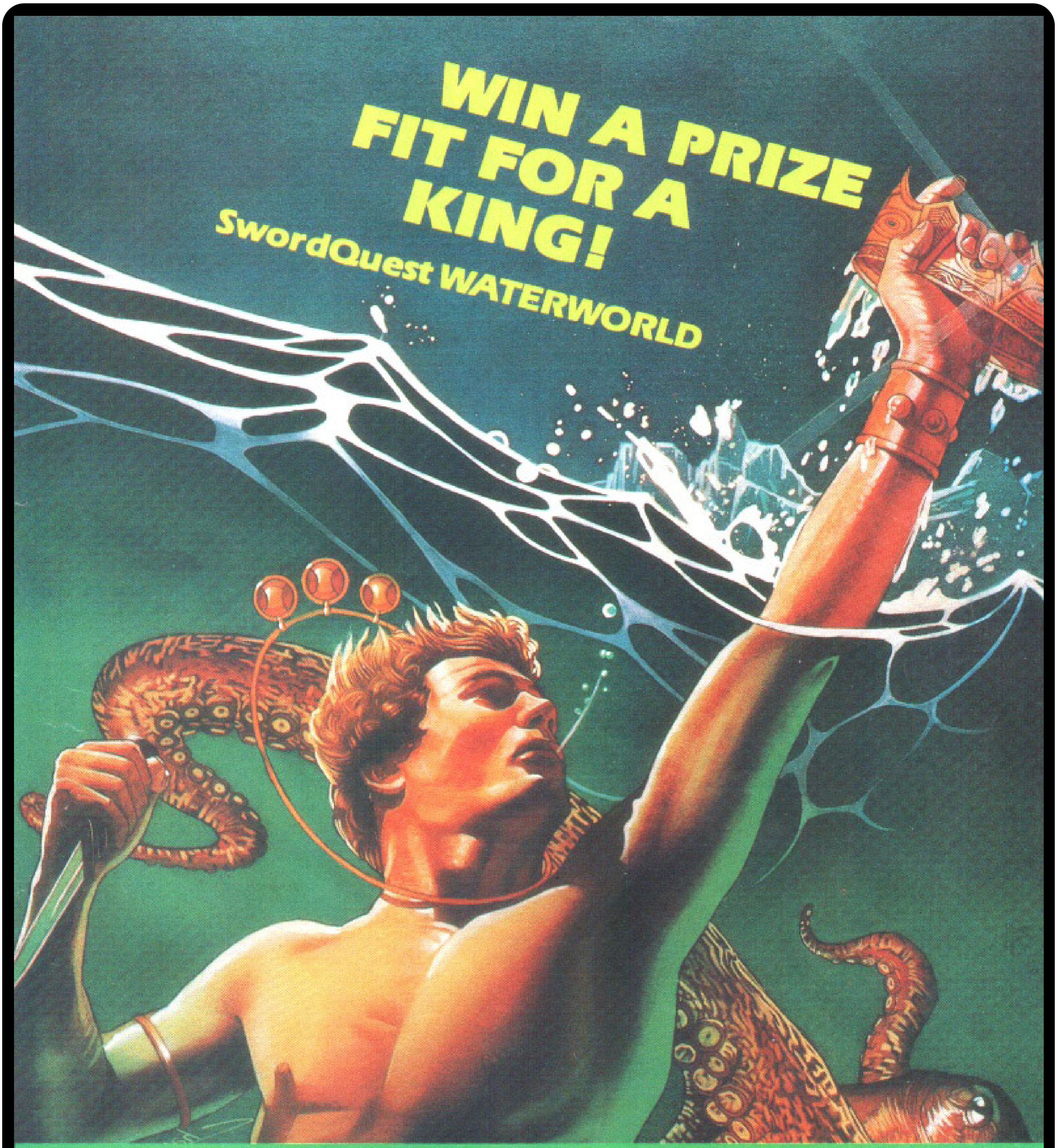
Contest

The winner of the Airworld contest was to receive a Philosopher's Stone encrusted with diamonds, emeralds, citrines, and rubies, that like its counterparts was valued at $25,000. That player was also scheduled to face off against Bell, Rideout, and whoever won the Waterworld contest for the grand prize, a sword with a gold handle encrusted with jewels and a blade made of pure silver. The sword, called the "Sword of Ultimate Sorcery", was valued at $50,000.

Postscript

As noted above, Michael Rideout has said that he is still in possession of the chalice he won in the Fireworld competition. In 2005 he sent pictures to the gaming website Digital Press, who posted them along with an interview he gave to the website Atari Headquarters in 1999. In the course of the interview, Rideout mentioned that he had heard that the medallion won by Steven Bell had been melted down by a coin dealer for scrap, and that Bell had made $15,000 by selling it, but that Bell had kept the baubles that were part of it.

Years after the contest, the remaining three prizes (the crown, philosopher's stone, and sword) were assumed to have been in the possession of Jack Tramiel, the founder of Commodore International, who purchased the remnants of Atari after the video game crash and his ouster from Commodore. However, Atari historian Curt Vendel has stated that the remaining prizes, which were owned by The Franklin Mint and on loan to Atari, Inc. for the Swordquest contests, were not part of the sale of Atari's consumer division to Tramiel, and ownership of the remaining prizes reverted back to The Franklin Mint, who melted them down to be used for other items.



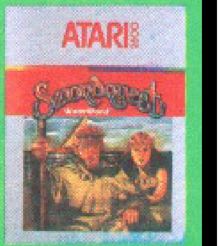
Seven mysterious rooms — sixteen magical objects — a special full-color comic book — these are the keys to unraveling the puzzling secret of WATERWORLD. For one talented gameplayer, the solution will bring something more than personal satisfaction — he or she will win a spectacular golden crown, glittering with diamonds, emeralds, and rubies, and valued at $25,000. Then it's on to the finals for a chance at the Grand Prize — the $50,000 Sword of Ultimate Sorcery!

SwordQuest WATERWORLD challenges you to travel through a land of enchantment, where secrets await around every corner, where sharks and octopi stand between you and the clues you need to solve a perplexing puzzle — and claim a truly regal prize!

SwordQuest WaterWorld

Item Code C86
CLUB MEMBER PRICE

$31.95



For complete SwordQuest rules, write to Atari Customer Service, 1312 Crossman Avenue, Sunnyvale, CA 94086.

Tac-Scan

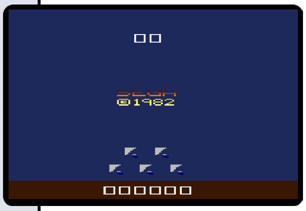
FOR USE WITH ATARI® VIDEO COMPUTER SYSTEM AND SEARS® VIDEO ARCADE
TAC SCAN
SEGA

Rarity: 3

7.3

Developer	Sega *(Jeff Lorenz)*
Publisher	Sega
Release date	1983
Genre	Shooter
Mode	1 Player

Tac/Scan is a 1982 space combat shooter video game originally released as an arcade game, and later ported to the Atari 2600. The game is unique in that the player controls just how many resources (in this case, ships) are put into play. The game starts with seven individual ships in play. Those ships can be lost in any of the three stages. The player is able to "collect" and earn these ships back as the game progresses.


©1982
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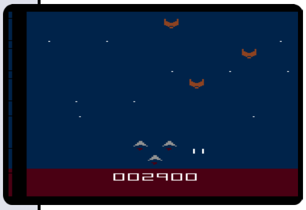


Tank Brigade

PANDA
COMPUTER GAMES
FOR USE WITH
ATARI® 2600 VIDEO GAME
Sears 2600 Tele-Games®
AND COMPATIBLE SYSTEMS
TANK BRIGADE

Rarity: 6
Zimag: 5

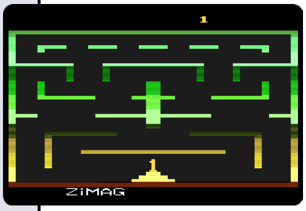
5.0

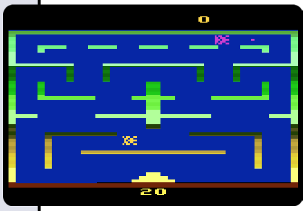
Developer	Panda
Publisher	Panda
Release date	1983
Genre	Shooter
Mode	1 Player

Tank Brigade is Panda's NTSC release of Bit Corporation's Phantom Tank.

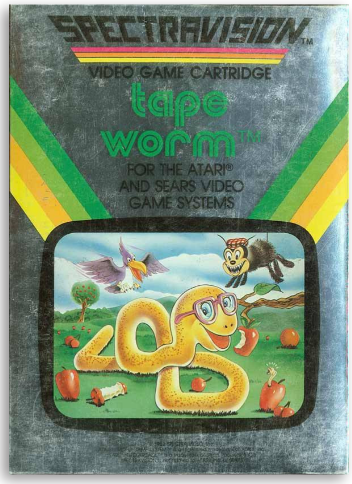
The object of this Combat-like game is to protect the base from the advancing enemy tanks. Players drive around in their tank destroying the other tanks, as they come after players four at a time. The game ends when they run out of tanks or the base is destroyed.

"atariguide.com"





Tapeworm


SPECTRAVISION™
VIDEO GAME CARTRIDGE
tape worm™
FOR THE ATARI® AND SEARS VIDEO GAME SYSTEMS

Rarity: 3

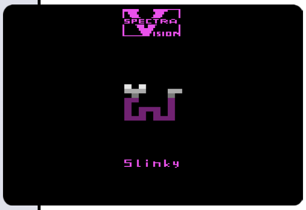
6.6

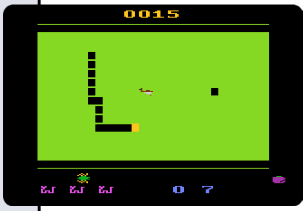
Developer	Spectravision
Publisher	Spectravision
Release date	1982
Genre	Action
Mode	1-2 Players

As Slinky the tapeworm, players must move about the bean patch, eating beans. Each time they eat a bean, they grow longer and the bean count goes down by one.

Beans appear randomly in the patch and players must eat them before the beetle at the bottom get from left to right to get the count down to zero.

"mobygames.com"


SPECTRA VISION
Slinky



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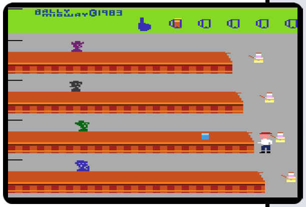
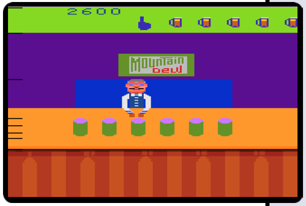

BALLY MIDWAY©1983

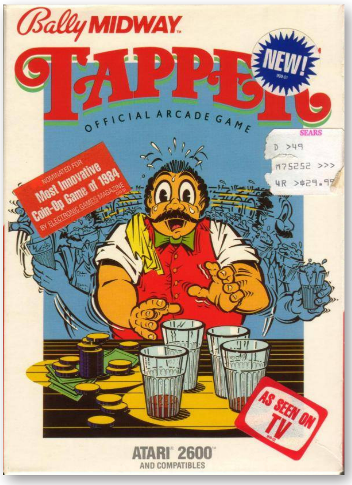

2600
MOUNTAIN DEW

Tapper

Developer	Beck-Tech
Publisher	Sega
Release date	1984
Genre	Action
Mode	1-2 Players

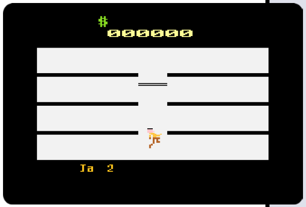
Tapper, also known as Root Beer Tapper, was a 1983 arcade game by Bally Midway. Tapper puts the player in the shoes of a bartender. The player must serve eager, thirsty patrons before their patience expires. The original arcade game was produced in association with Budweiser.

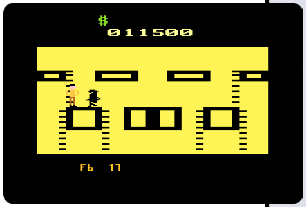
The game was an inspiration for the programmers of Plants vs. Zombies, which presents several rows of characters to defend against.


Bally MIDWAY
TAPPER
NEW!
OFFICIAL ARCADE GAME
Nominated for Most Innovative Coin-Op Game of 1984
AS SEEN ON TV
ATARI 2600
AND COMPATIBLES

Rarity: 6

5.6

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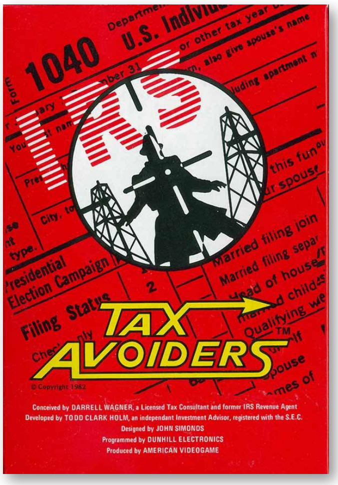
Fb 17

Tax Avoiders

Developer	Dunhill Electronics *(John Simonds, Todd C. Holm)*
Publisher	American Videogame
Release date	1982
Genre	Action-platformer
Mode	1 Player

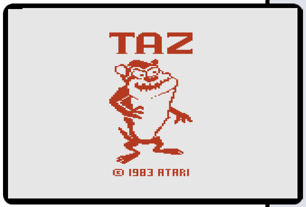
Tax Avoiders was conceived by Darrell Wagner at Dunhill Electronics; he was billed on the packaging as a “Licensed Tax Consultant and former IRS Revenue Agent”.

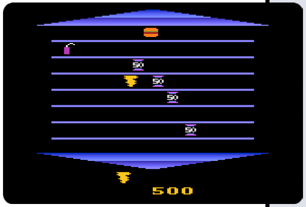
The object of the game is to help “John Q” become a millionaire within one game year by collecting income and avoiding taxes. If players is caught by the IRS agent, they is audited, and always loses the audit, which takes 50% of their income.


1040
U.S. Individual
IRS
Filing Status
TAX AVOIDERS
© Copyright 1982
Conceived by DARRELL WAGNER, a Licensed Tax Consultant and former IRS Revenue Agent
Developed by TODD CLARK HOLM, an independant Investment Advisor, registered with the S.E.C.
Designed by JOHN SIMONDS
Programmed by DUNHILL ELECTRONICS
Produced by AMERICAN VIDEOGAME

Rarity: 5

6.6


TAZ
© 1983 ATARI

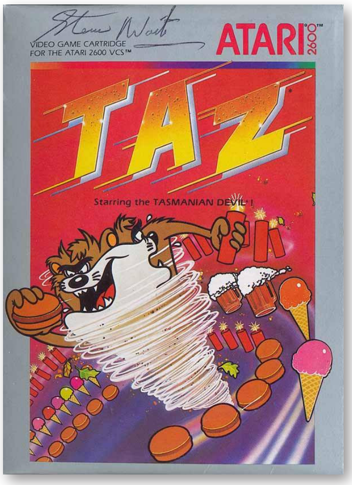


Taz

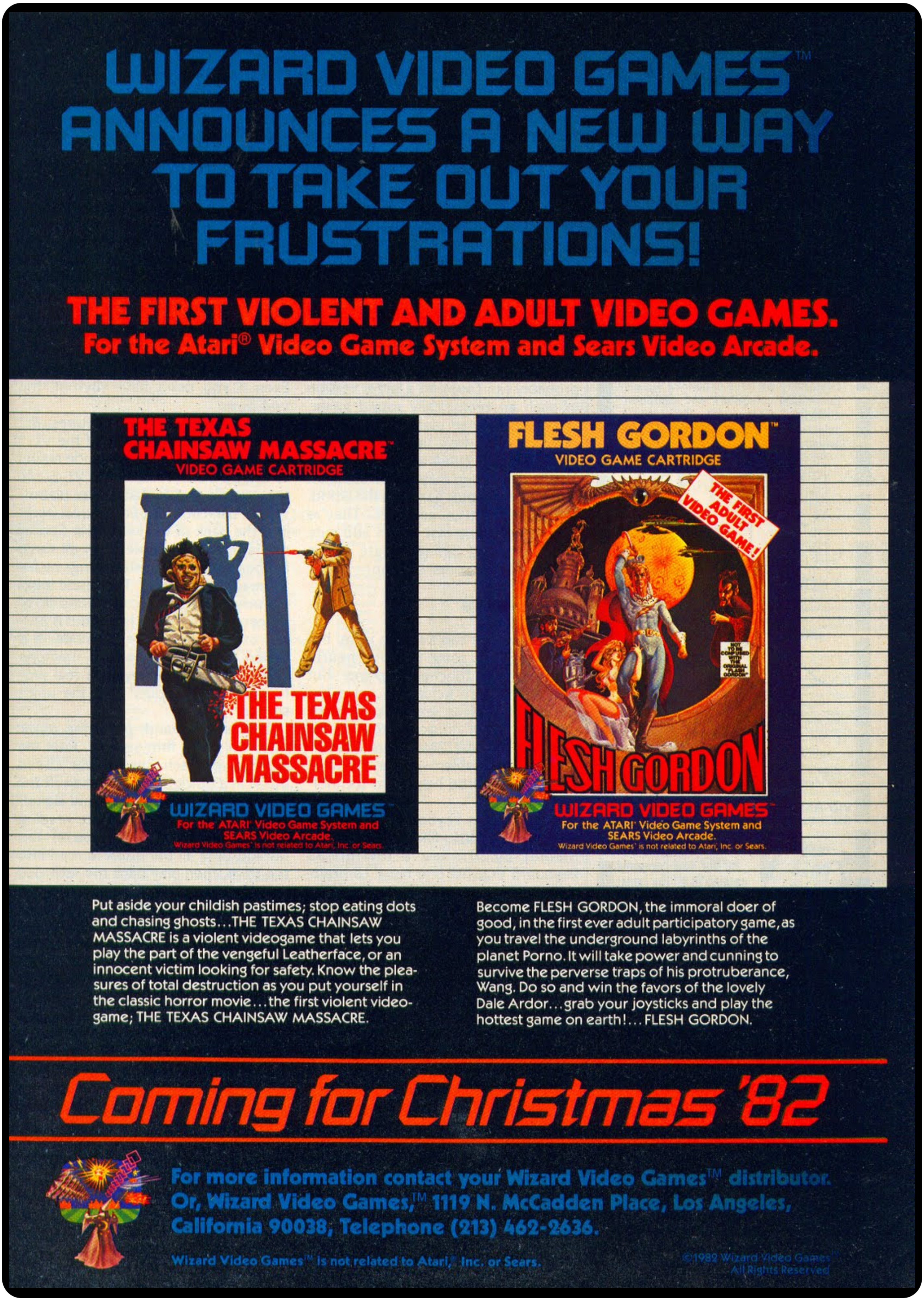
Developer	Atari *(Steve Woita)*
Publisher	Atari
Release date	1983
Genre	Action
Mode	1-2 Players

Taz features the Looney Tunes character the Tasmanian Devil in a food frenzy. Within the game, Taz only appears as a tornado. The player guides Taz between the stage lines in order to eat hamburgers and avoid the dynamites.

The same game was released outside the United States featuring Asterix instead of Taz.


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
TAZ
Starring the TASMANIAN DEVIL!

Rarity: 4


THE TEXAS CHAINSAW MASSACRE™
VIDEO GAME CARTRIDGE
THE TEXAS CHAINSAW MASSACRE
WIZARD VIDEO GAMES™
For the ATARI® Video Game System and SEARS Video Arcade.
Wizard Video Games™ is not related to Atari, Inc. or Sears.
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THE FIRST ADULT VIDEO GAME!
FLESH GORDON
WIZARD VIDEO GAMES™
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Become FLESH GORDON, the immoral doer of good, in the first ever adult participatory game, as you travel the underground labyrinths of the planet Porno. It will take power and cunning to survive the perverse traps of his protruberance, Wang. Do so and win the favors of the lovely Dale Ardor…grab your joysticks and play the hottest game on earth!…FLESH GORDON.

Coming for Christmas '82

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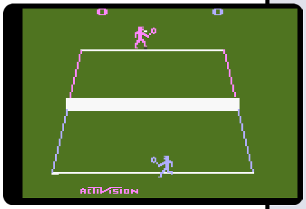
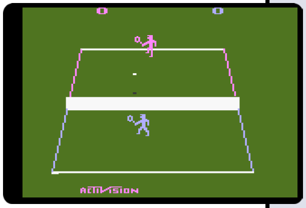
6.0


ACTIVISION

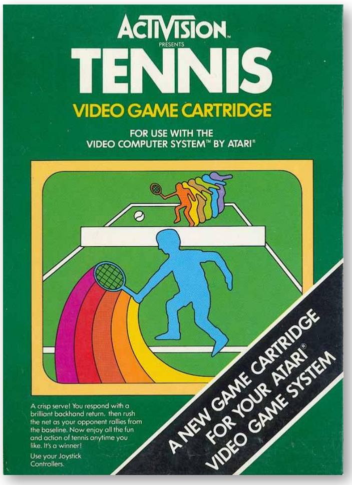

ACTIVISION

Tennis

Developer Activision *(Alan Miller)*
Publisher Activision
Release date 1981
Genre Sports
Mode 1-2 Players

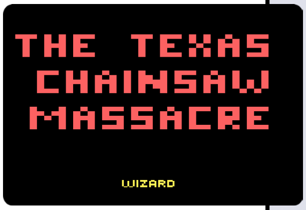
Tennis offers singles matches for one or two players; one player is colored pink, the other blue. The game has two user-selectable speed levels. When serving and returning shots, the tennis players automatically swing forehand or backhand as the situation demands.

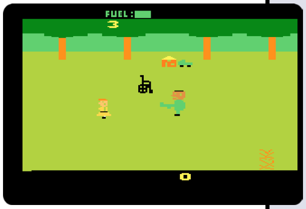
The first player to win six matches is declared the winner of the tournament. This differs from professional tennis, in which player must win at least two out of three six-game sets.


ACTIVISION
PRESENTS
TENNIS
VIDEO GAME CARTRIDGE
FOR USE WITH THE VIDEO COMPUTER SYSTEM™ BY ATARI®
A NEW GAME CARTRIDGE FOR YOUR ATARI® VIDEO GAME SYSTEM

Rarity: 2

3.5

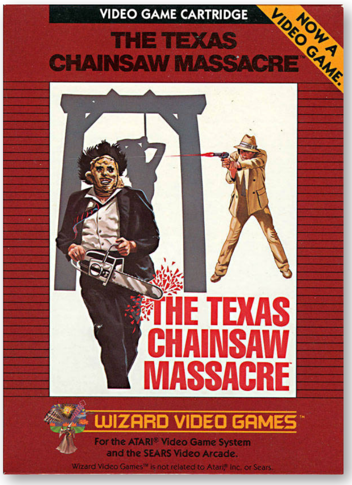

THE TEXAS CHAINSAW MASSACRE
WIZARD



Texas Chainsaw Massacre

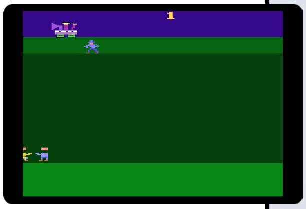
Developer VSS *(Ed Salvo)*
Publisher Wizard Video
Release date 1983
Genre Action
Mode 1 Player

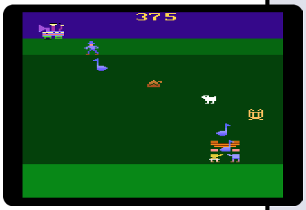
In the game, the player assumes the role of Leatherface, and attempts to murder trespassers while avoiding obstacles such as fences and cow skulls. As one of the first horror-themed video games, The Texas Chain Saw Massacre caused controversy when it was released due to the violent nature of the video game and sold poorly as many video game stores refused to carry it. The limited number of copies sold has made the game highly valued items among Atari collectors.


VIDEO GAME CARTRIDGE
NOW A VIDEO GAME.
THE TEXAS CHAINSAW MASSACRE
THE TEXAS CHAINSAW MASSACRE
WIZARD VIDEO GAMES
For the ATARI® Video Game System and the SEARS Video Arcade.

Rarity: 7

6.3





The Music Machine

Developer Christian Software Development *(Glenn Stohel)*
Publisher Sparrow, HomeComputer Software
Release date 1983
Genre Action, Edutainment
Mode 1-2 Players

This game was only sold in religious bookstores. It is based on a line of The Music Machine products that also included LP's sold by Sparrow. Some collectors claim to have purchased the 2600 game in a bundle with the album, but that has never been proven.

"atariage.com"

FOR ATARI 2600
THE MUSIC MACHINE
VIDEO GAME

Rarity: 10

TIGERVISION
THRESHOLD
VIDEO GAME CARTRIDGE
FOR YOUR
ATARI® VIDEO GAME SYSTEM
AND SEARS VIDEO ARCADE
Threshold Trademark of On Line Systems
7-003

Rarity: 6

Threshold

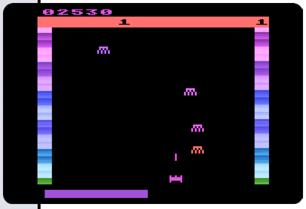
Developer	Sierra On-Line *(Warren Schwader)*
Publisher	Tigervision
Release date	1983
Genre	Shooter
Mode	1-2 Players

Threshold is a simple shoot'em up game. Players are in control of a spaceship at the bottom of the screen and have to shoot several formations of enemies at the top of the screen.

To make things more difficult players have limited time in form of a fuel tank which will get refilled after they cleared a number of waves. Besides that, their spacecraft is equipped with a laser that tends to overheat.

"mobygames.com"

6.3



FOR THE ATARI® 2600™ AND ALL COMPATIBLE SYSTEMS
THUNDERGROUND
OFFICIAL ARCADE VERSION
SEGA
VIDEO GAME CARTRIDGE

Rarity: 4

Thunderground

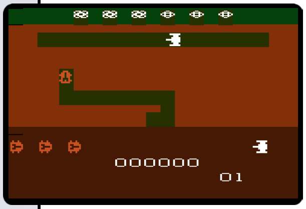
Developer	Sega *(Jeff Lorenz)*
Publisher	Sega
Release date	1983
Genre	Action
Mode	1 Player

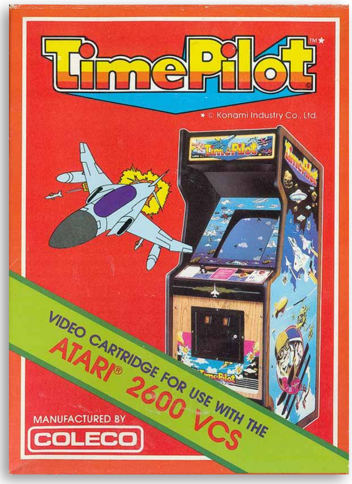
There are six Core nuclear bases on the planet's surface. Players must burrow underground to each of these bases and destroy them. But they are guarded by patrolling Core Ranger tanks that if they get players in their line of fire, will destroy them.

The PAL release was titled Tank City.

8.2

SEGA
000000
01




TimePilot
© Konami Industry Co., Ltd.
VIDEO CARTRIDGE FOR USE WITH THE
ATARI® 2600 VCS
MANUFACTURED BY
COLECO

Rarity: 5

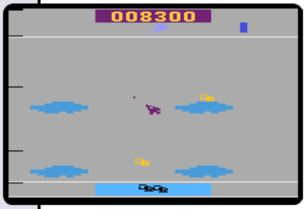
Time Pilot

Developer	Coleco *(Harley H. Puthuff, Jr.)*
Publisher	Coleco
Release date	1983
Genre	Shooter
Mode	1-2 Players

Time Pilot is a multi-directional scrolling shooter and free-roaming aerial combat arcade game designed by Yoshiki Okamoto, and released by Konami in 1982. The player assumes the role of a pilot of a futuristic fighter jet, trying to rescue fellow pilots trapped in different time eras. The player must fight off hordes of enemy craft and defeat the mother ship (or "boss") present in every level. Like many games of the era, the game was ported to game consoles for personal use.

5.6

COLECO
PRESENTS
KONAMI'S
©1983



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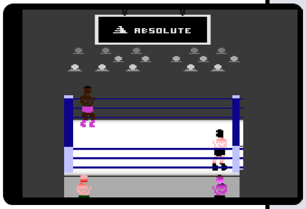
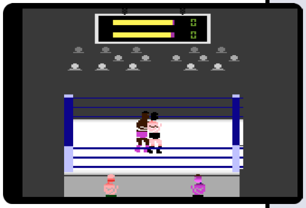


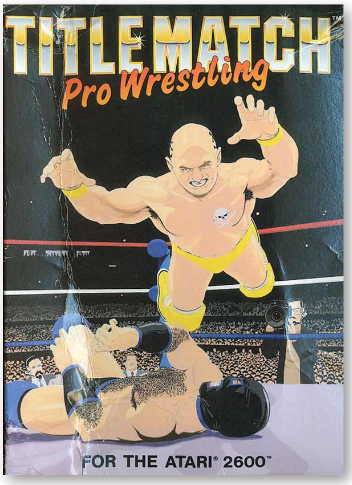


Title Match Pro Wrestling

Developer	Absolute Entertainment *(Alex DeMeo)*
Publisher	Absolute Entertainment
Release date	1987
Genre	Sports
Mode	1-2 Players

Title Match is a wrestling game which can be played by one or two players. There are four different wrestlers players can choose from, and two modes of gameplay (one on one, or tag team). Each wrestler can kick, punch, and perform several moves such as the airplane spin, body slam, power lift, and more. Using the available moves players need to deplete your opponents energy and pin him for three counts.

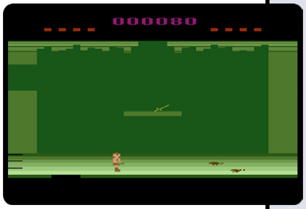
"mobygames.com"


TITLE MATCH
Pro Wrestling
FOR THE ATARI 2600

Rarity: 4

8.0

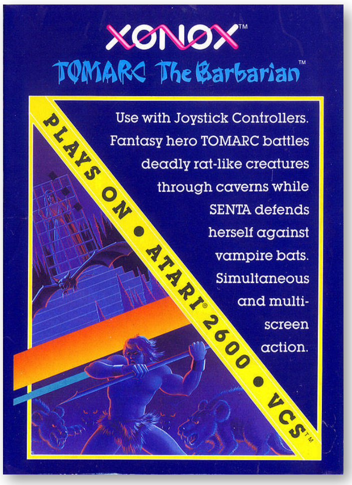
© ® 1983
XONOX
TOMARC



Tomarc the Barbarian

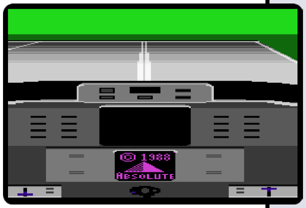
Developer	Xonox *(Anthony R. Henderson)*
Publisher	Xonox
Release date	1983
Genre	Action
Mode	1 Player

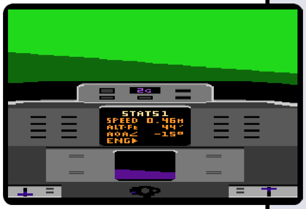
In Tomarc the Barbarian Senta is being held captive in a magical cage, and Tomarc needs to rescue her. In this action game players will control both Tomarc and Senta simultaneously. Tomarc is lost in a series of caves somewhere searching for his magic sword, and then must locate Senta to set her free. Deadly rats and other dangers must be avoided as he run and jump around the caves. Meanwhile, Senta must defend herself from giant bats and other creatures while trapped in the cage.


XONOX
TOMARC The Barbarian
Use with Joystick Controllers.
Fantasy hero TOMARC battles deadly rat-like creatures through caverns while SENTA defends herself against vampire bats.
Simultaneous and multi-screen action.
PLAYS ON • ATARI 2600 • VCS

Rarity: 7

8.2


© 1988
ABSOLUTE

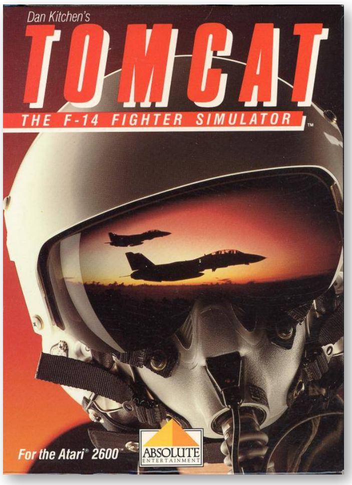


Tomcat: The F-14 Fighter Simulator

Developer	Absolute Entertainment *(Dan Kitchen)*
Publisher	Absolute Entertainment
Release date	1988
Genre	Simulation, Shooter
Mode	1 Player

In this game, players become a F-14 Naval Aviator undergoing seek and destroy missions while dodging and gunning enemy bogeys in deadly dogfights with their 20mm cannon and air-to-air missiles.

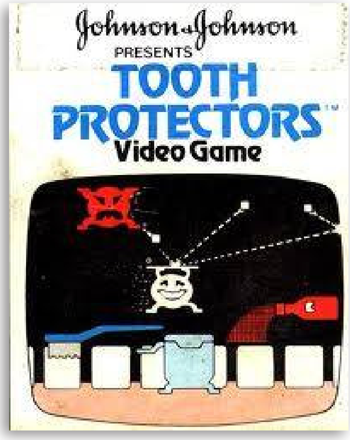
The cockpit comes with state of the art technology: Display and main computer, Bogey Alert Indicator, G-Force Indicator, Electronic Counter Measures, and a Cannon Overheat Indicator.


Dan Kitchen's
TOMCAT
THE F-14 FIGHTER SIMULATOR
For the Atari 2600
ABSOLUTE ENTERTAINMENT

Rarity: 4

Tooth Protectors

7.3

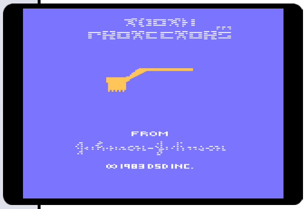

Johnson&Johnson
PRESENTS
TOOTH PROTECTORS
Video Game

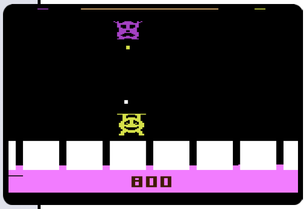
Rarity: 9

Developer	DSD/Camelot *(Michael Doherty, Clyde Hager)*
Publisher	Johnson & Johnson
Release date	1983
Genre	Action
Mode	1 Player

Tooth Protectors is a rare video game for the Atari 2600 video game console. It was released exclusively via mail order in 1983 by American pharmaceutical and consumer goods manufacturer Johnson & Johnson.

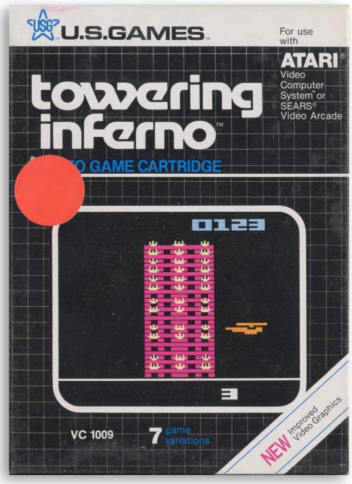
The gameplay is similar to that of Activision's Kaboom!, in which the player must prevent objects dropping from the top of the screen from reaching the bottom by positioning their character directly under the falling objects.


TOOTH PROTECTORS
FROM
Johnson&Johnson
©1983 DSD INC.



Towering Inferno

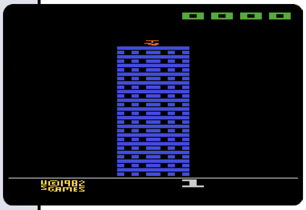
6.3

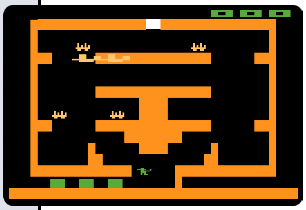

U.S.GAMES
For use with
ATARI
Video Computer System or SEARS Video Arcade
towering inferno
VIDEO GAME CARTRIDGE
0123
3
VC 1009
7 game variations
NEW Improved Video Graphics

Rarity: 3

Developer	Western Technologies *(P: Paul Newell, D: Tom Sloper)*
Publisher	U.S. Games
Release date	1982
Genre	Action
Mode	1-2 Players

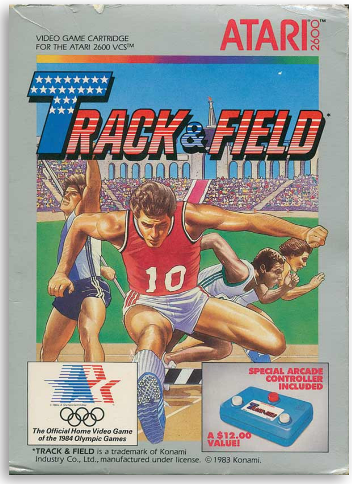
The player controls a fireman going through a burning skyscraper to save victims and put out the fires. On each floor of the building, the player must put out the flames and reach the panel that opens the doors to get back out. While doing so, there is a meter at the top showing how many people are on that floor. The object is to work as fast as the players can while avoiding and putting out flames to open the doors and escape with the most people remaining on the meter.


©1982 USGAMES
1



Track & Field

5.7

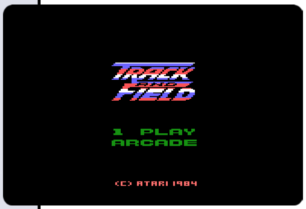

VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS
ATARI 2600
TRACK & FIELD
10
The Official Home Video Game of the 1984 Olympic Games
SPECIAL ARCADE CONTROLLER INCLUDED
A $12.00 VALUE!
TRACK & FIELD is a trademark of Konami Industry Co., Ltd., manufactured under license. ©1983 Konami.

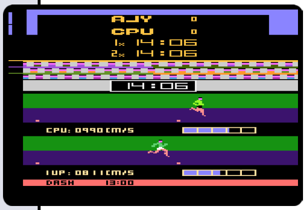
Rarity: 6

Developer	Atari *(Seth Lipkin, Jaques Hugon)*
Publisher	Atari
Release date	1983
Genre	Sports
Mode	1-2 Players

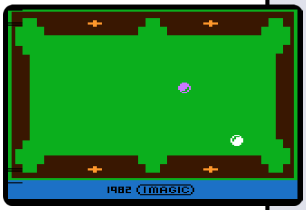
One of the best coin-op conversions available for the Atari 2600, this one must be played with the Track and Field controller for the best experience (it is compatible with a standard joystick however). It was sold in an oversized box that included the controller, although the controller was also sold separately for use with other systems such as the Commodore 64 and various Atari computers.

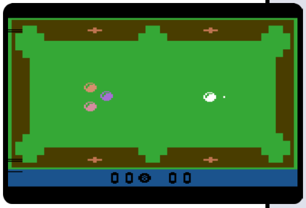
"atariage.com"


TRACK FIELD
1 PLAY
ARCADE
(C) ATARI 1984


AJY 0
CPU 0
1st 14:06
2nd 14:06
14:06
CPU: 0990 CM/S
1UP: 0811 CM/S
DASH 13:00

6.9


1982 IMAGIC

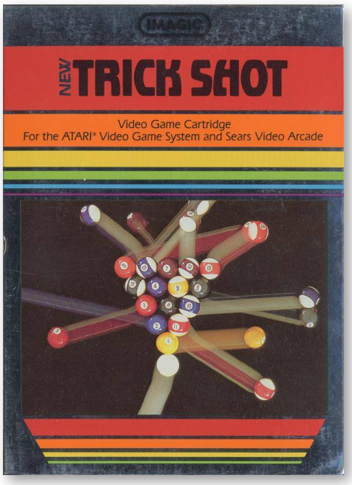


Trick Shot

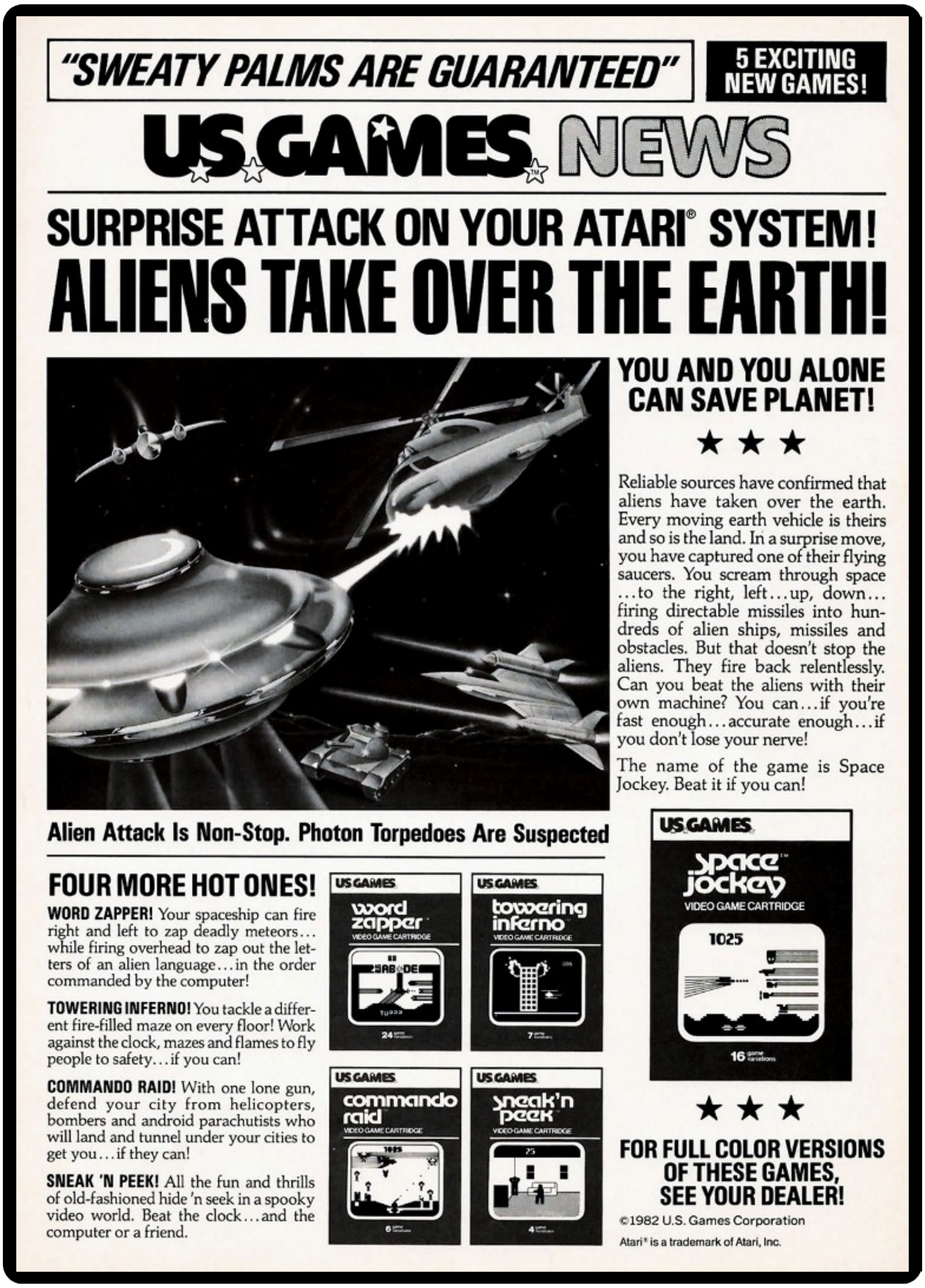
Developer	Imagic *(Dennis Koble)*
Publisher	Imagic
Release date	1983
Genre	Sports
Mode	1-2 Players

Trick Shot was released alongside Demon Attack and Star Voyager as Imagic's first three titles. Trick Shot is the only pool simulation available in the 2600's library, but it does its job quite well. However, the Atari 2600's limitations do come into play in that Trick Shot only displays three balls in addition to the cue ball on screen at once. There are three different types of games available: Trickshot, Pool, and English Billiards.

"atariage.com"


IMAGIC
NEW
TRICK SHOT
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade

Rarity: 3



"SWEATY PALMS ARE GUARANTEED"

5 EXCITING NEW GAMES!

US GAMES NEWS

SURPRISE ATTACK ON YOUR ATARI® SYSTEM!

ALIENS TAKE OVER THE EARTH!

YOU AND YOU ALONE CAN SAVE PLANET!

★ ★ ★

Reliable sources have confirmed that aliens have taken over the earth. Every moving earth vehicle is theirs and so is the land. In a surprise move, you have captured one of their flying saucers. You scream through space …to the right, left…up, down… firing directable missiles into hundreds of alien ships, missiles and obstacles. But that doesn't stop the aliens. They fire back relentlessly. Can you beat the aliens with their own machine? You can…if you're fast enough…accurate enough…if you don't lose your nerve!

The name of the game is Space Jockey. Beat it if you can!

Alien Attack Is Non-Stop. Photon Torpedoes Are Suspected

FOUR MORE HOT ONES!

WORD ZAPPER! Your spaceship can fire right and left to zap deadly meteors… while firing overhead to zap out the letters of an alien language…in the order commanded by the computer!

TOWERING INFERNO! You tackle a different fire-filled maze on every floor! Work against the clock, mazes and flames to fly people to safety…if you can!

COMMANDO RAID! With one lone gun, defend your city from helicopters, bombers and android parachutists who will land and tunnel under your cities to get you…if they can!

SNEAK 'N PEEK! All the fun and thrills of old-fashioned hide 'n seek in a spooky video world. Beat the clock…and the computer or a friend.

US GAMES
word zapper
VIDEO GAME CARTRIDGE
24
US GAMES
towering inferno
VIDEO GAME CARTRIDGE
7
US GAMES
commando raid
VIDEO GAME CARTRIDGE
6
US GAMES
sneak'n peek
VIDEO GAME CARTRIDGE
25
4
US GAMES
space jockey™
VIDEO GAME CARTRIDGE
1025
16 game variations

★ ★ ★

FOR FULL COLOR VERSIONS OF THESE GAMES, SEE YOUR DEALER!

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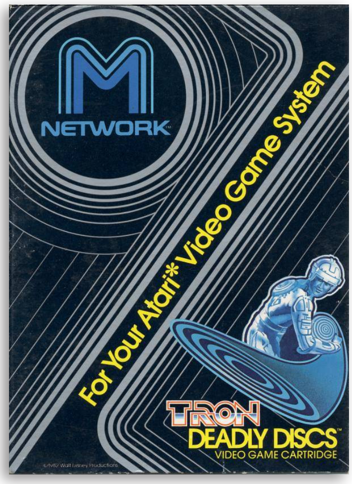

M NETWORK
For Your Atari* Video Game System
TRON
DEADLY DISCS
VIDEO GAME CARTRIDGE

Rarity: 3

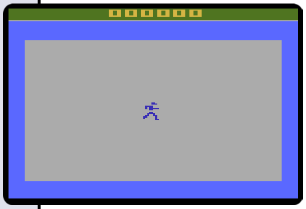
Tron: Deadly Discs

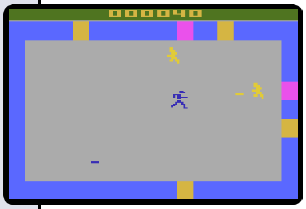
Developer	M-Network *(Brett Stutz, Jeff Ronne)*
Publisher	M-Network, INTV, Telegames
Release date	1982
Genre	Action
Mode	1 Player

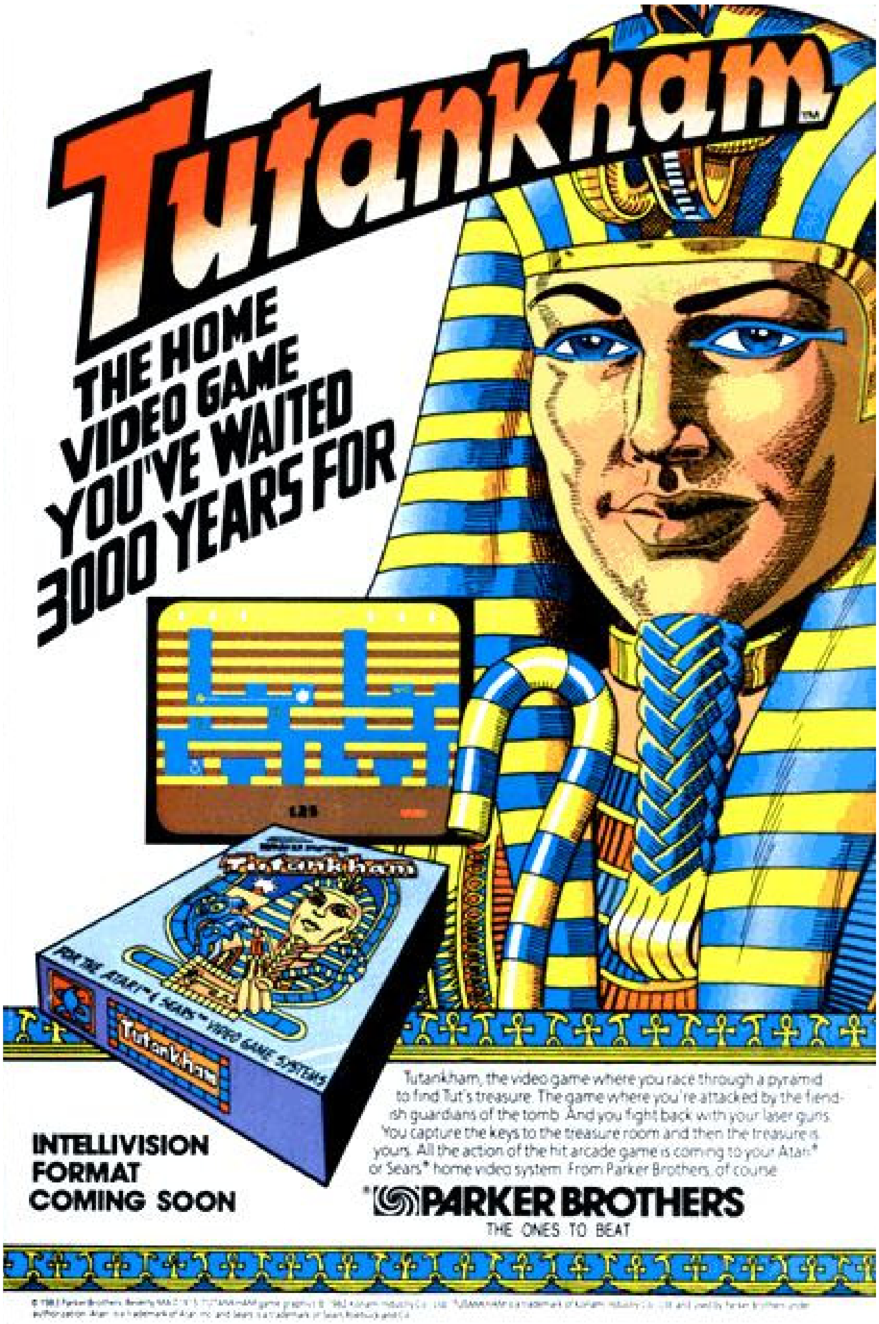
In Tron: Deadly Discs, the player takes the role of Tron, fighting successive waves of enemy Disc-throwers and Recognizers in a never-ending quest to achieve the highest score.

As Tron, the player controls a red man with a yellow Disc. He is pitted in a square arena with black walls. Enemies will appear through doorways and throw their Discs at him. The player has to eliminate all the enemies with his own Disc.

7.0






Tutankham™
THE HOME VIDEO GAME YOU'VE WAITED 3000 YEARS FOR
Tutankham
FOR THE ATARI™ VCS™ VIDEO GAME SYSTEMS
Tutankham

INTELLIVISION
FORMAT
COMING SOON

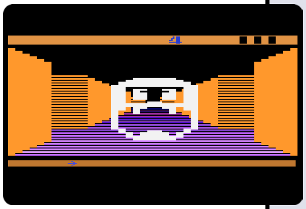
Tutankham, the video game where you race through a pyramid to find Tut's treasure. The game where you're attacked by the fiendish guardians of the tomb. And you fight back with your laser guns. You capture the keys to the treasure room and then the treasure is yours. All the action of the hit arcade game is coming to your Atari* or Sears* home video system. From Parker Brothers, of course.

*PARKER BROTHERS
THE ONES TO BEAT

Tunnel Runner

7.2

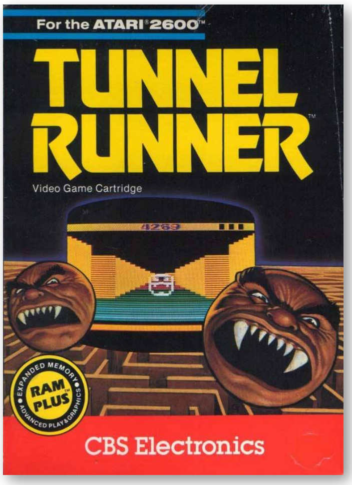
Tunnel Runner



Developer	CBS Electronics *(Richard K. Balaska Jr.)*
Publisher	CBS Electronics
Release date	1983
Genre	Maze
Mode	1 Player

Created in 1983 Tunnel Runner was one of the very first 3D first person view games ever, long before Wolfenstein 3-D. It was one of three games for the Atari 2600 featuring RAM Plus (the other two being Omega Race and Mountain King), where the cartridge itself contained an additional 256 bytes of RAM to supplement the console's 128 bytes.

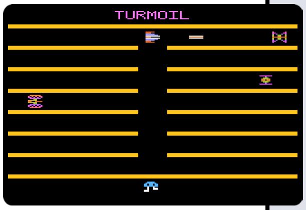
Probably the hardest CBS game to find, especially with the box.

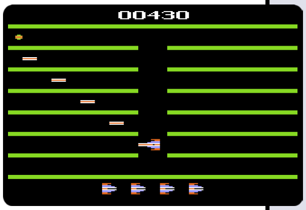

For the ATARI 2600
TUNNEL RUNNER
Video Game Cartridge
RAM PLUS
CBS Electronics

Rarity: 4

Turmoil

6.9





Developer	Sirius Software *(Mark Turmell)*
Publisher	20th Century Fox
Release date	1982
Genre	Shooter
Mode	1 Player

Turmoil is a fast-paced shooter. Players pilot a ship that is trapped within a chamber of seven tunnels. The ship can only move up and down along a vertical corridor connecting the tunnels. They are not alone, however. A variety of enemies travel along these tunnels, focused on destroying the players. Therefore, the ultimate objective of "Turmoil" is to zoom up and down the center alley and blast aliens as they streak by.

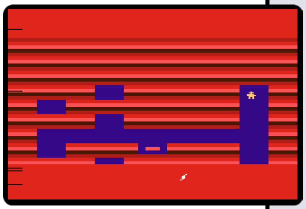
"mobygames.com"

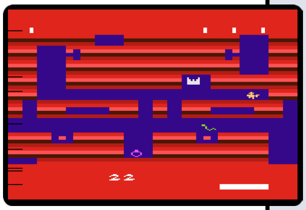
TURMOIL
20th Century Fox
Games of the Century
FOR ATARI AND SEARS VIDEO GAME SYSTEMS

Rarity: 3

Tutankham

6.1

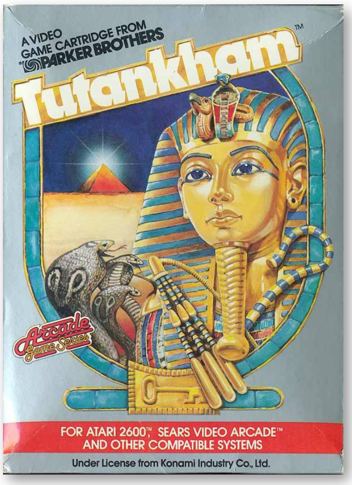




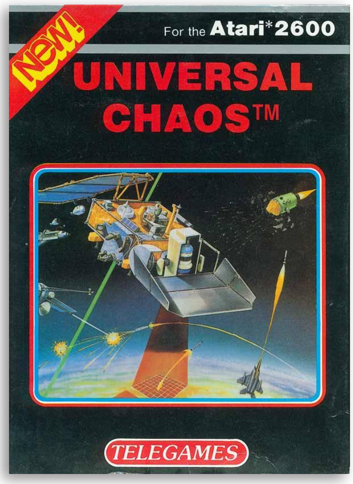
Developer	Parker Brothers *(Dave Engman)*
Publisher	Parker Brothers
Release date	1983
Genre	Maze, Shooter
Mode	1-2 Players

Tutankham was first released as a 1982 arcade game. The game was originally titled Tutankhamen, but it was discovered that the full name could not fit on the arcade cabinet, so the title was shortened.

Tutankham is a combination of maze and shoot 'em up. Taking on the role of an explorer grave robbing Tutankhamun's tomb, the player is chased by creatures such as asps, vultures, parrots, bats, dragons, and even curses, all that kill the player on contact.


A VIDEO GAME CARTRIDGE FROM PARKER BROTHERS
Tutankham
Arcade Game Series
FOR ATARI 2600, SEARS VIDEO ARCADE AND OTHER COMPATIBLE SYSTEMS
Under License from Konami Industry Co., Ltd.

Rarity: 3


New!
For the Atari*2600
UNIVERSAL CHAOS™
TELEGAMES

Rarity: 5

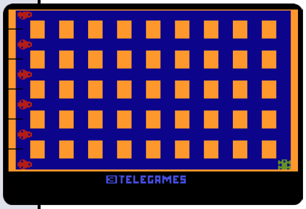
Universal Chaos

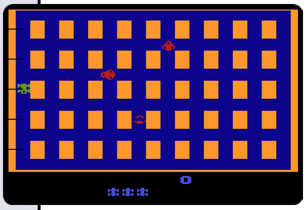
Developer	Telegames
Publisher	Telegames
Release date	1983
Genre	Action
Mode	1 Player

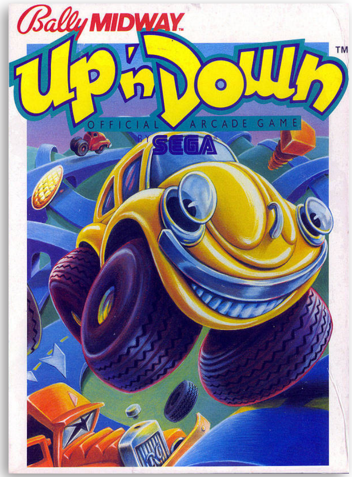
Players take control of a tank in enemy territory. As they navigate the columns and rows, they'll need to avoid crashing into enemy tanks while they blow them to up.

This game is actually CBS Electronic's Targ with some minor changes. Besides the different enemy graphics and slightly different sound effects, the screen changes color with each level. Also, most of the bugs present in Targ are absent, and the Spectar does appear.

6.3






Bally MIDWAY
Up'n Down™
OFFICIAL ARCADE GAME
SEGA

Rarity: 7

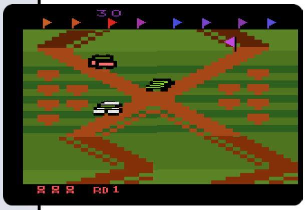
Up n' Down

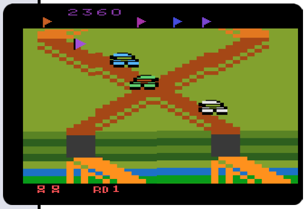
Developer	Beck-Tech *(Phat Ho)*
Publisher	Sega
Release date	1984
Genre	Racing, Maze
Mode	1-2 Players

Up'n Down was first released in 1983 by Sega as an arcade game, then later ported to the Atari 2600. In it the player drives a car forward and backward along a branching, vertically scrolling track, collecting flags and jumping on other cars to destroy them.

The AtariAge rarity guide gives the 2600 version of Up'n Down a rating of "7 - Very Rare", the most rare rating of any game released by Sega for the 2600.

5.2

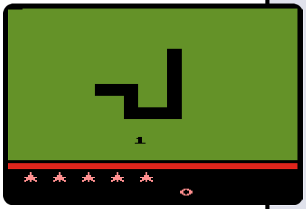


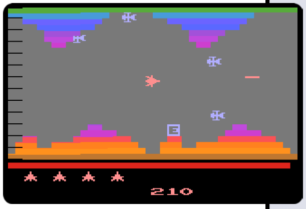


Up'n Down™ BY SEGA®

up'n Down
Bally MIDWAY
SEGA

7.1



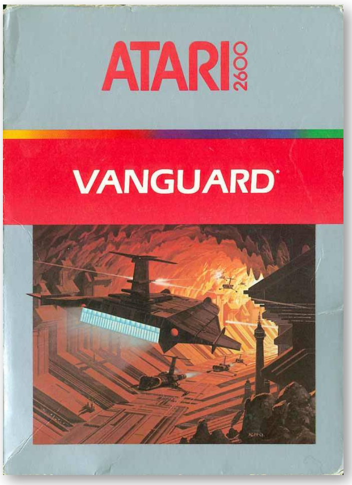


Vanguard

Developer	Atari *(Joseph Biel)*
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1-2 Players

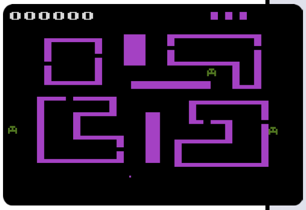
Vanguard, first released as a 1981 arcade game by TOSE, is similar to Scramble, in that the player controls a ship urged along a surrounding conduit and with a limited amount of fuel that constantly depletes.

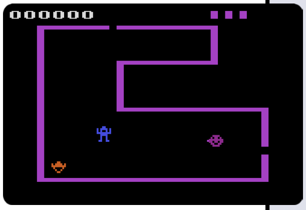
The Atari 2600 version was reviewed by Video magazine in its “Arcade Alley” column where it was described as “a marvelous home-arcade translation” of the original arcade version.


ATARI 2600
VANGUARD

Rarity: 2

6.9

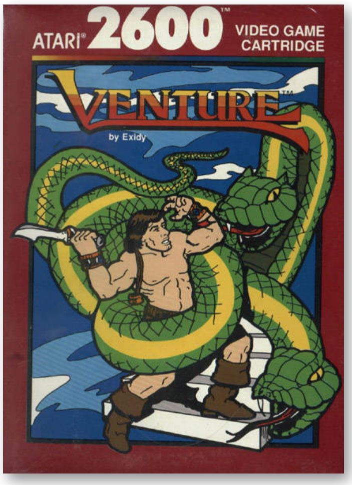




Venture

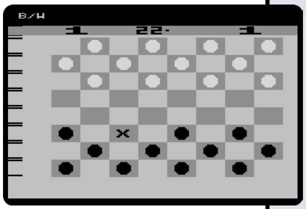
Developer	CommaVid *(Joseph Biel)*
Publisher	Atari, Coleco
Release date	1982
Genre	Action
Mode	1 Player

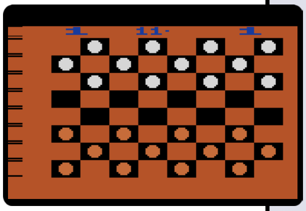
The goal of Venture is to collect treasure from a dungeon. Winky is equipped with a bow and arrow and explores a dungeon with rooms and hallways. The hallways are patrolled by large, tentacled monsters named Hallmonsters, which cannot be killed, injured, or stopped in any way. Once in a room, Winky may kill monsters, avoid traps and gather treasures. If they stay in any room too long, a Hallmonster will enter the room, chase and kill them.


ATARI 2600 VIDEO GAME CARTRIDGE
VENTURE
by Exidy

Rarity: 2

5.7



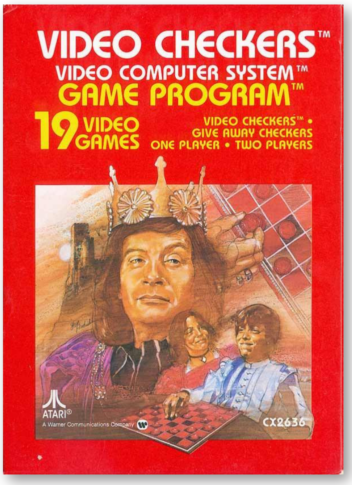


Video Checkers

Developer	Atari *(Carol Shaw)*
Publisher	Atari
Release date	1980
Genre	Board game
Mode	1-2 Players

In this classic game of checkers players can play with a friend or many different levels of computer AI. Mastering all of them will take skill and strategy, as well as a bit of luck. Video Checkers follows the standard checkers rules with the following rules: if there is a jump available, players must take it and if they get to king’s row and are promoted, they cannot move again that turn but must wait for their next turn.

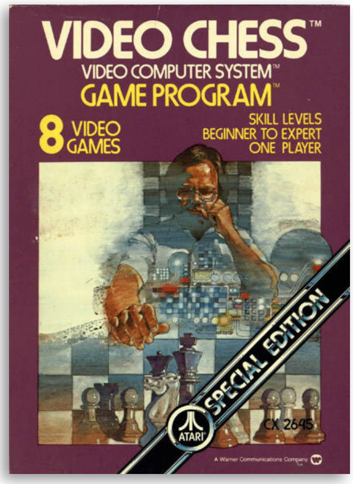
“mobygames.com”


VIDEO CHECKERS™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
19 VIDEO GAMES
VIDEO CHECKERS™ • GIVE AWAY CHECKERS
ONE PLAYER • TWO PLAYERS
ATARI
CX2636

Rarity: 2
Sears: 3

Video Chess

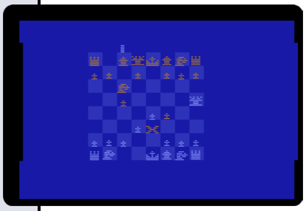
5.3

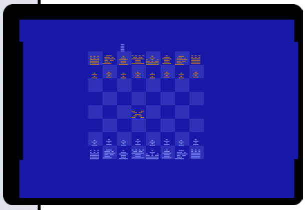

VIDEO CHESS™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
8 VIDEO GAMES
SKILL LEVELS
BEGINNER TO EXPERT
ONE PLAYER
SPECIAL EDITION
ATARI
CX 2645

Rarity: 3

Developer	Atari (*Bob Whitehead, Larry Wagner)*
Publisher	Atari
Release date	1979
Genre	Board game
Mode	1 Player

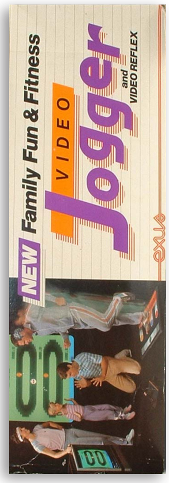
Video Chess was developed by Larry Wagner (AI) and Bob Whitehead. The box art of the first production run of the Atari Video Computer System (or VCS) featured a chess piece, even though Atari at the time was not contemplating designing a chess game. A man from Florida supposedly sued Atari over the box art; however, in an interview, Video Chess programmer Bob Whitehead said he was not aware of such a lawsuit.





Video Jogger

5.0

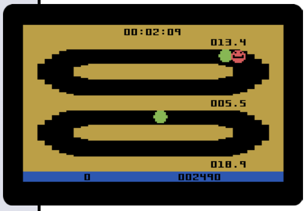

NEW Family Fun & Fitness
VIDEO
Jogger
and VIDEO REFLEX
exus

Rarity: 9

Developer	Exus
Publisher	Exus
Release date	1983
Genre	Action
Mode	1 Player

New Family Fun & Fitness: Video Jogger and Video Reflex contained cartridges for Video Jogger and Video Reflex as well as the Foot Craz controller.

Video Jogger is a game to help players exercise. Once around the track is approximately thirty-five yards. To begin, players step on the green dot on the pad. There are two tracks. The upper one is slower and the lower is faster. To play, they step, alternately, on the blue and orange dots to make the smiley go around the track.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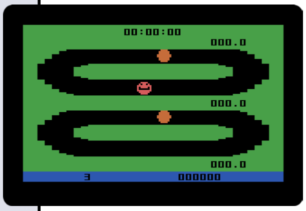
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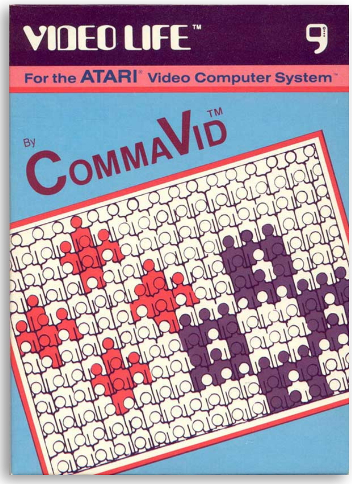
Video Life

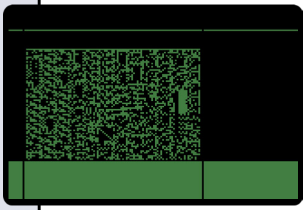
8.3

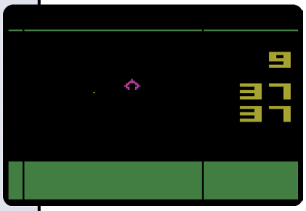

VIDEO LIFE™
9
For the ATARI Video Computer System
By
CommaVid™

Rarity: 10

Developer	CommaVid *(D/P: John Bronstein D: Gaines, Biel)*
Publisher	CommaVid
Release date	1981
Genre	Simulation
Mode	1-2 Players

Video Life is a version of the zero-player cellular automaton known as Conway's Game of Life. Video Life was only available through a special mail order offer to owners of CommaVid's Magicard, which itself is considered to be one of the rarest Atari 2600 cartridges ever released. According to original CommaVid co-owner Irwin Gaines, only 20 cartridges or less of Video Life were ever made. Editors of AtariAge estimate approximately 500 cartridges were produced.





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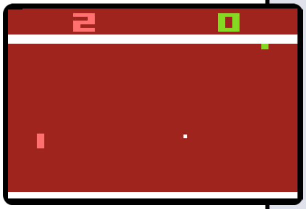
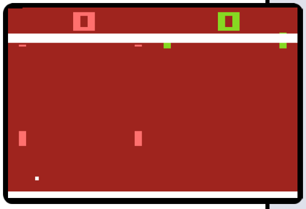


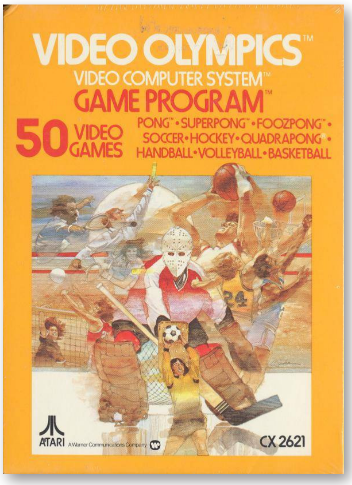


Video Olympics

Developer	Atari *(Joe Decuir)*
Publisher	Atari
Release date	1977
Genre	Sports
Mode	1-2 Players

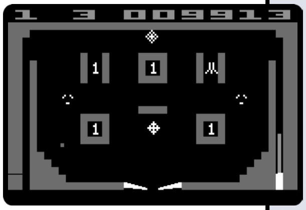
Video Olympics, one of the nine original launch titles, is a port of Atari's popular Pong series. The games are a collection of "bat and ball" style games, including several previously released by Atari as coin-ops in the early 1970s. The games are played using the 2600s paddle controllers, and are for one to four players.

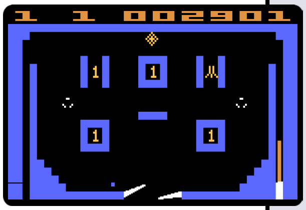
The game includes 50 games and variations. Some of note are; Handball, Foozpong, Volleyball, Super Pong, Pong Doubles, Ice hockey and Quadrapong.


VIDEO OLYMPICS™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
50 VIDEO GAMES
PONG™ • SUPERPONG™ • FOOZPONG™ • SOCCER • HOCKEY • QUADRAPONG • HANDBALL • VOLLEYBALL • BASKETBALL
ATARI
CX 2621

Rarity: 2
"21 video olympics": 3
Sears: 3

7.1



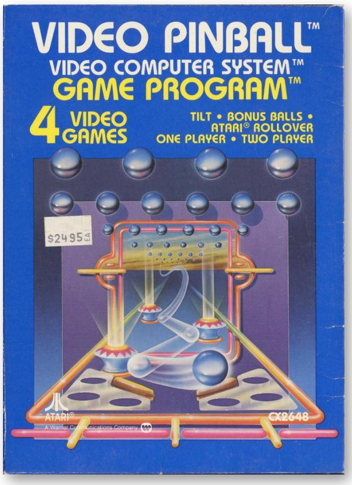


Video Pinball

Developer	Atari *(Bob Smith)*
Publisher	Atari
Release date	1980
Genre	Pinball
Mode	1-2 Players

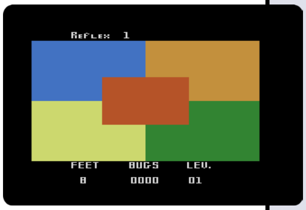
Arcade Pinball feature actual simulations of a pinball machine ball shooter, flippers, bumpers and spinners. The game implemented a simulation of a real ball's actual physics. The game also features a unique rollover bonus with an Atari logo on the playfield; hitting the logo four times results in an extra ball.

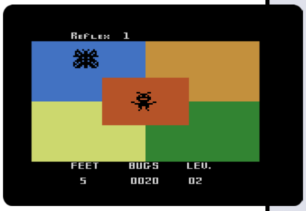
Most of the gameplay involves learning how to perform specific functions, such as launching the ball or activating the flippers, with the Atari 2600 joystick.


VIDEO PINBALL™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
4 VIDEO GAMES
TILT • BONUS BALLS • ATARI® ROLLOVER
ONE PLAYER • TWO PLAYER
$24.95
ATARI
CX2648

Rarity: 1
Sears: 3

5.0


REFLEX 1
FEET BUGS LEV.
8 0000 01


REFLEX 1
FEET BUGS LEV.
5 0020 02

Video Reflex

Developer	Exus
Publisher	Exus
Release date	1983
Genre	Action
Mode	1 Player

This was the second game in the New Family Fun & Fitness package.

Players must step on the dot the same color as square the bug is on. If they wait too long or step on the wrong dot, they lose one of their eight lives. In later levels, they will have a bug and a butterfly. They must step on the bug but not the butterfly.

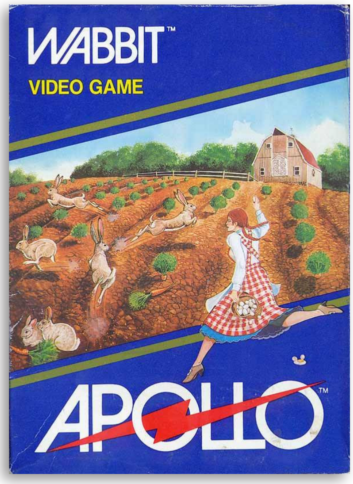
"mobygames.com"

NEW Family Fun & Fitness
VIDEO Jogger
and VIDEO REFLEX
exus

Rarity: 9

Wabbit

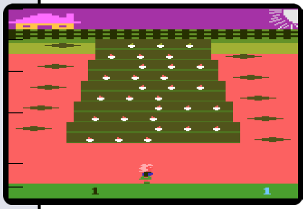
4.7

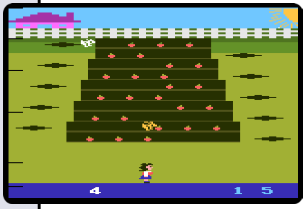

WABBIT
VIDEO GAME
APOLLO

Rarity: 4

Developer	Apollo *(Ban Tran)*
Publisher	Apollo
Release date	1982
Genre	Action
Mode	1-2 Players

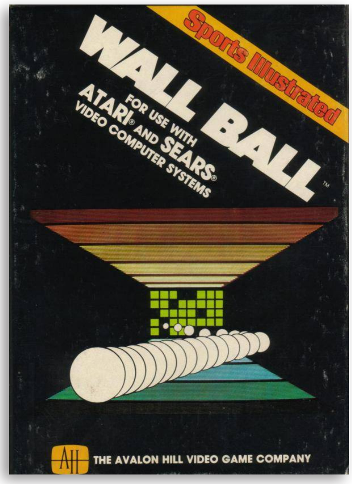
In Wabbit players control farmer Billie Sue who needs to protect her carrot crops. The field is being overrun by rabbits, and the players need to chase them away. On each side of the screen are five rabbit holes; the rabbits will come running out of the holes and try to steal the carrots. They need to throw rotten eggs at the rabbits to scare them away. Several game variations are included which allow one, two, or three rabbits to appear at a time.





Wall Ball

3.6

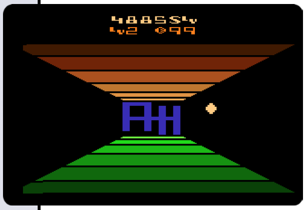

Sports Illustrated
WALL BALL
FOR USE WITH ATARI® AND SEARS® VIDEO COMPUTER SYSTEMS
THE AVALON HILL VIDEO GAME COMPANY

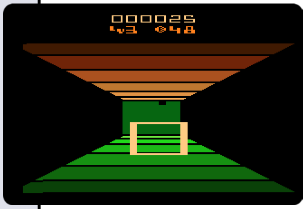
Rarity: 7

Developer	Avalon Hill *(Duncan Scott)*
Publisher	Avalon Hill
Release date	1983
Genre	Breakout
Mode	1 Player

Wall Ball, also known as 3-D Brickaway, is a racquet-ball-like game that is best described as a 3D variation of Breakout.

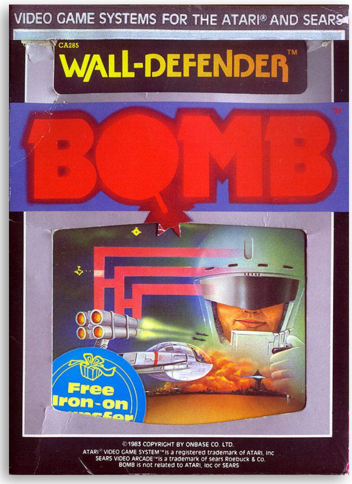
Players are at the end on a rectangular room. On the other end is a wall made of bricks or blocks. The ball travels down to the wall and knocks out a brick. It then returns to the players end where they must use a squar-ish paddle to send the ball back to the wall. If the ball gets past the paddle, they lose a ball.





Wall Defender

6.2


VIDEO GAME SYSTEMS FOR THE ATARI® AND SEARS
WALL-DEFENDER
BOMB
Free Iron-on

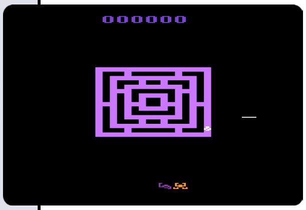
Rarity: 9

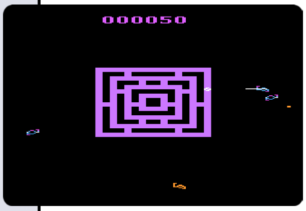
Developer	Bomb
Publisher	Bomb
Release date	1983
Genre	Shooter
Mode	1 Player

Players are on the outer wall of a space fortress and must defend it from aliens.

Aliens will come from any of the four sides of the screen and players must shoot them before they ram the wall. If ten aliens or one super alien hit the wall, the outermost wall and the bridges connecting it to the next wall in will collapse. Players can only shoot in the direction on the wall side they are on.

"mobygames.com"



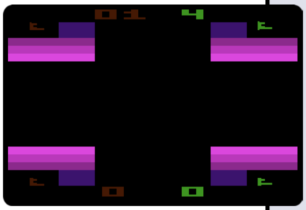


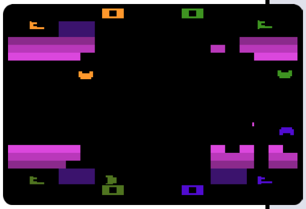
7.7

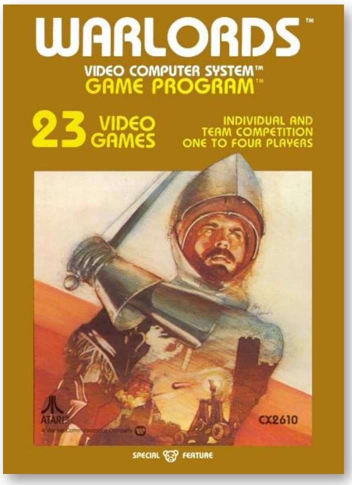
Warlords

Developer	Atari *(Carla Meninsky)*
Publisher	Atari
Release date	1981
Genre	Action
Mode	1-4 Players

Warlords is a battle between four warlords, 1-4 of which can be controlled by the player(s). The goal of the game is for one player to break down the walls of the surrounding warlords and destroy the icon at the center. This is accomplished by bouncing a fireball off of a cursor that the player moves around the outer layer of their castle. When an opponent's icon is destroyed it releases another fire ball onto the game field.






WARLORDS™
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
23 VIDEO GAMES
INDIVIDUAL AND TEAM COMPETITION ONE TO FOUR PLAYERS
ATARI
CX2610
SPECIAL FEATURE

Rarity: 1
Sears: 2

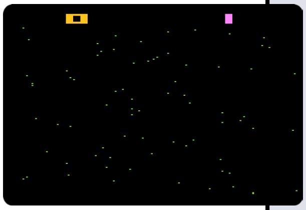
4.2

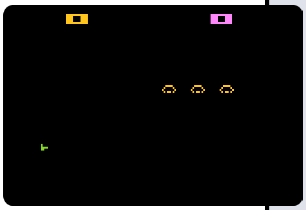
Warplock

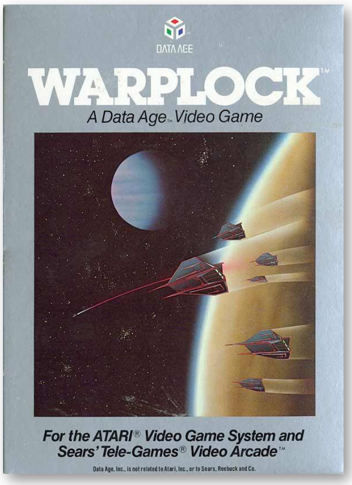
Developer	Data Age
Publisher	Data Age
Release date	1982
Genre	Shooter
Mode	1-2 Players

The players are warping along when suddenly, space pirates approach attempting to disable the players so they can board. The only thing they have left is their tachyon launcher that moves back and forth and fires a tachyon beam. Players must hold off the space pirates for as long as they can.

"mobygames.com"






DATA AGE
WARPLOCK™
A Data Age Video Game
For the ATARI® Video Game System and Sears' Tele-Games® Video Arcade™

Rarity: 3

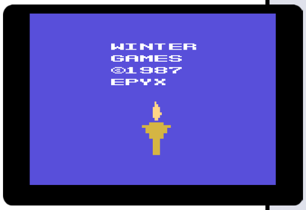
7.3

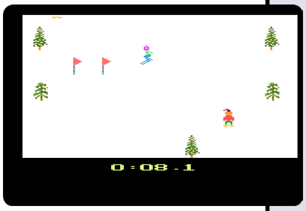
Winter Games

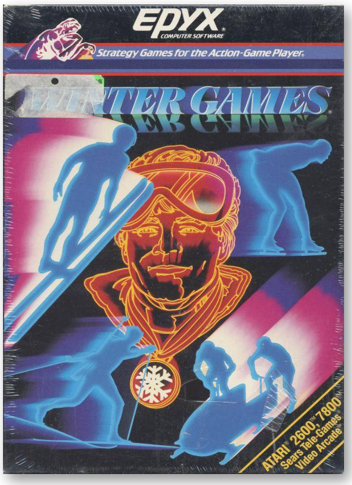
Developer	Epyx *(Steve A. Baker, Peter Engelbrite, Tod Frye)*
Publisher	Epyx
Release date	1987
Genre	Sports
Mode	1-8 Players

A snow-and-ice themed follow-up to the highly successful Summer Games, Winter Games was released in 1985 for the Commodore 64 and later ported to several popular home computers and video game consoles of the 1980s.

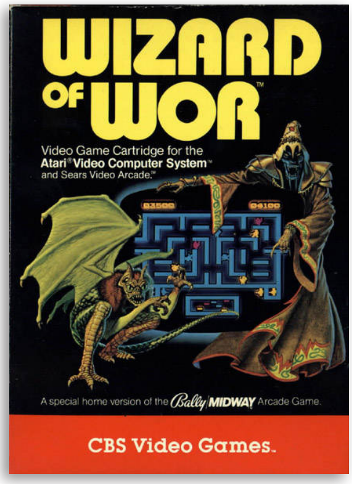
The game was presented as a virtual multi-sport carnival called the "Epyx Winter Games" (there was no official IOC licensing in place) with up to 8 players each taking turns competing in various events.


WINTER
GAMES
©1987
EPYX




EPYX
COMPUTER SOFTWARE
Strategy Games for the Action-Game Player.
WINTER GAMES
ATARI 2600 7800 Sears Tele-Games Video Arcade

Rarity: 4


WIZARD OF WOR
Video Game Cartridge for the Atari Video Computer System and Sears Video Arcade
A special home version of the Bally MIDWAY Arcade Game
CBS Video Games.

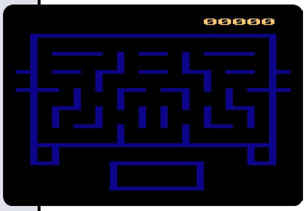
Rarity: 3

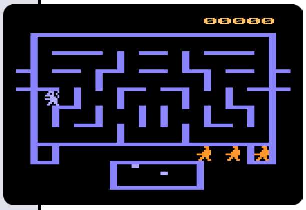
Wizard of Wor

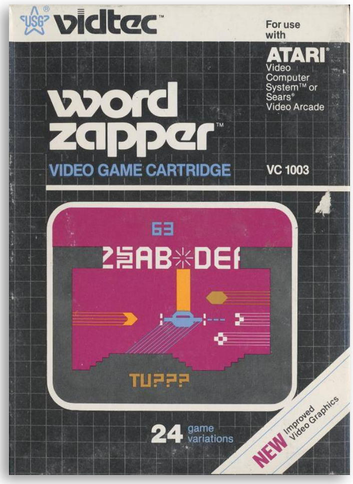
Developer	Roklan *(Joe Hellesen, Joe Wagner)*
Publisher	CBS Electronics
Release date	1982
Genre	Action, Maze
Mode	1-2 Players

Wizard of Wor is an action game for one or two players. The game takes the form of several maze-like dungeons infested with monsters. The players' characters, called Worriors, must kill all the monsters by shooting them. In a two-player game, the players are also able to shoot each other's Worriors, earning bonus points and causing the other player to lose a life. Team-oriented players can successfully advance through the game by standing back-to-back and firing at everything.

6.8






vidtec
For use with ATARI Video Computer System or Sears Video Arcade
word zapper
VIDEO GAME CARTRIDGE
VC 1003
24 game variations
NEW improved Video Graphics

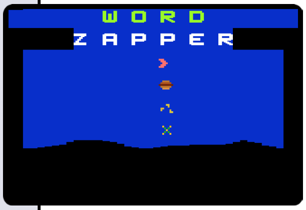
Rarity: 3

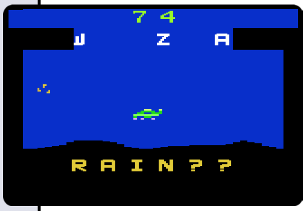
Word Zapper

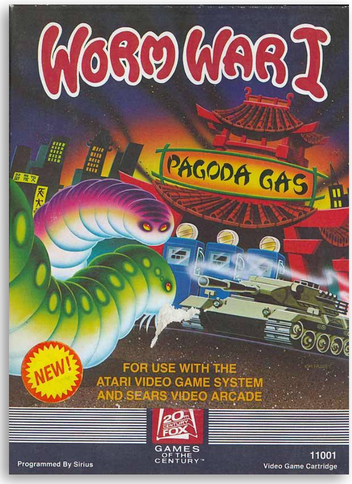
Developer	Wickstead Design *(Henry Will IV)*
Publisher	U.S. Games
Release date	1982
Genre	Action
Mode	1-2 Players

In Word Zapper the goal is to zap three words in 99 seconds. First, the current word will appear at the bottom of the screen. Players then have to recreate this word by controlling their spaceship and zapping letters in the correct order which will be scrolling by at the top of the screen. To make this task more challenging, various asteroids will fly by horizontally; some asteroids will cause players to lose time, others destroy their ship ending the game.

5.2


WORD
ZAPPER




WORM WAR I
PAGODA GAS
NEW!
FOR USE WITH THE ATARI VIDEO GAME SYSTEM AND SEARS VIDEO ARCADE
20th Century Fox GAMES
Programmed By Sirius
11001 Video Game Cartridge

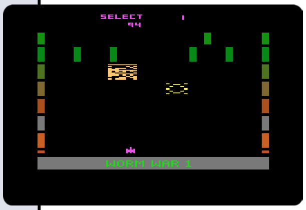
Rarity: 3

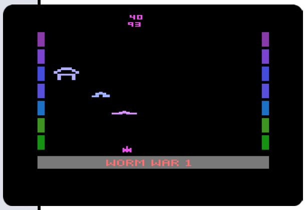
Worm War I

Developer	Sirius Software *(David Lubar)*
Publisher	20th Century Fox
Release date	1982
Genre	Shooter
Mode	1-2 Players

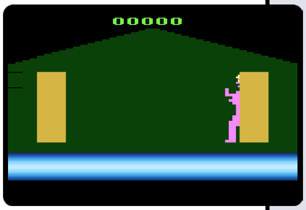
Worm War I, written by David Lubar, is a hybrid fixed shooter and vertically-scrolling game. The game plays like a fixed shooter, with the player controlling a tank firing at large worms. The screen auto scrolls up as the worms and blocks move down. Every time all the worms are wiped out, a new set spawns at the top of the screen. Mushrooms can be shot to clear all the worms. There are 99 waves.

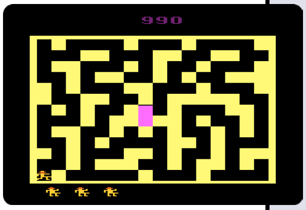
6.9


SELECT
WORM WAR I



3.6



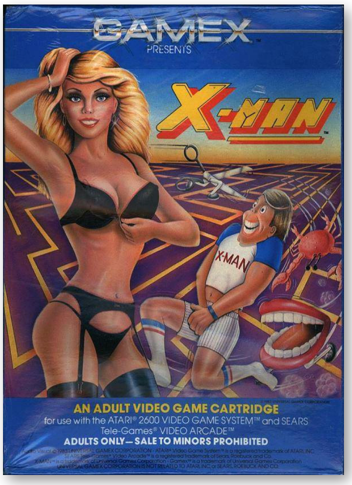


X-Man

Developer	Universal Gamex *(D: Roberts, P: Poon, G: Castillo)*
Publisher	Universal Gamex
Release date	1983
Genre	Action
Mode	1 Player

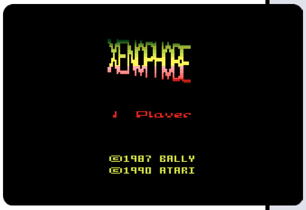
This game has nothing to do with the similarly named Marvel comic book. Rather, it is a pornographic videogame, the only title made by this company. It faced protest from women's groups when it was released, and most retailers declined to carry it. It is consequently very hard to find today. It is easier to find in PAL format, so readers should note that the rarity value is for the NTSC version.

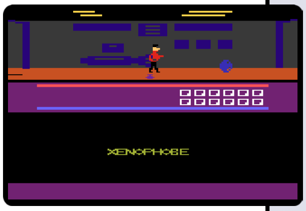
"atariage.com"


GAMEX
PRESENTS
X-MAN
X-MAN
AN ADULT VIDEO GAME CARTRIDGE
for use with the ATARI® 2600 VIDEO GAME SYSTEM™ and SEARS Tele-Games® VIDEO ARCADE™
ADULTS ONLY – SALE TO MINORS PROHIBITED

Rarity: 9

6.5

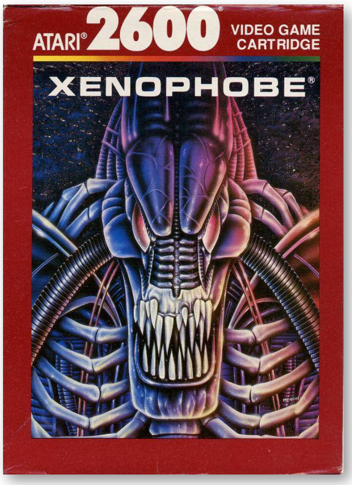

XENOPHOBE
1 Player
©1987 BALLY
©1990 ATARI



Xenophobe

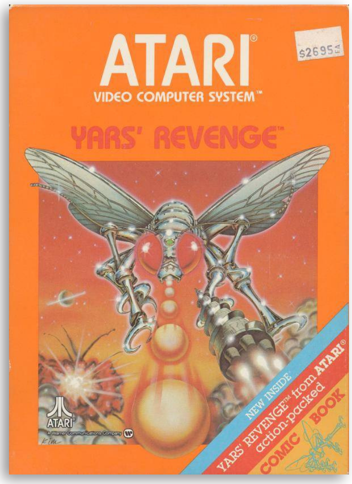
Developer	Atari
Publisher	Atari
Release date	1990
Genre	Action
Mode	1-2 Players

Starbases, moons, ships, and space cities are infested with aliens, and the players have to kill the aliens before each is completely overrun. The goal of each level is to defeat all the aliens before time runs out. Some rooms routinely display the percentage of alien infection and time remaining until self-destruct when the level ends. Levels may contain more than one floor, and players use elevators to move between floors to defeat all of the aliens.


ATARI® 2600 VIDEO GAME CARTRIDGE
XENOPHOBE®

Rarity: 7

Bally MIDWAY
XENOPHOBE™


ATARI
VIDEO COMPUTER SYSTEM
YARS' REVENGE
NEW INSIDE YARS' REVENGE from ATARI action-packed COMIC BOOK

Rarity: 2
Red Label: 5
Sears: 4

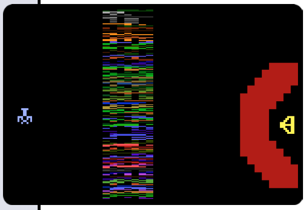
Yars' Revenge

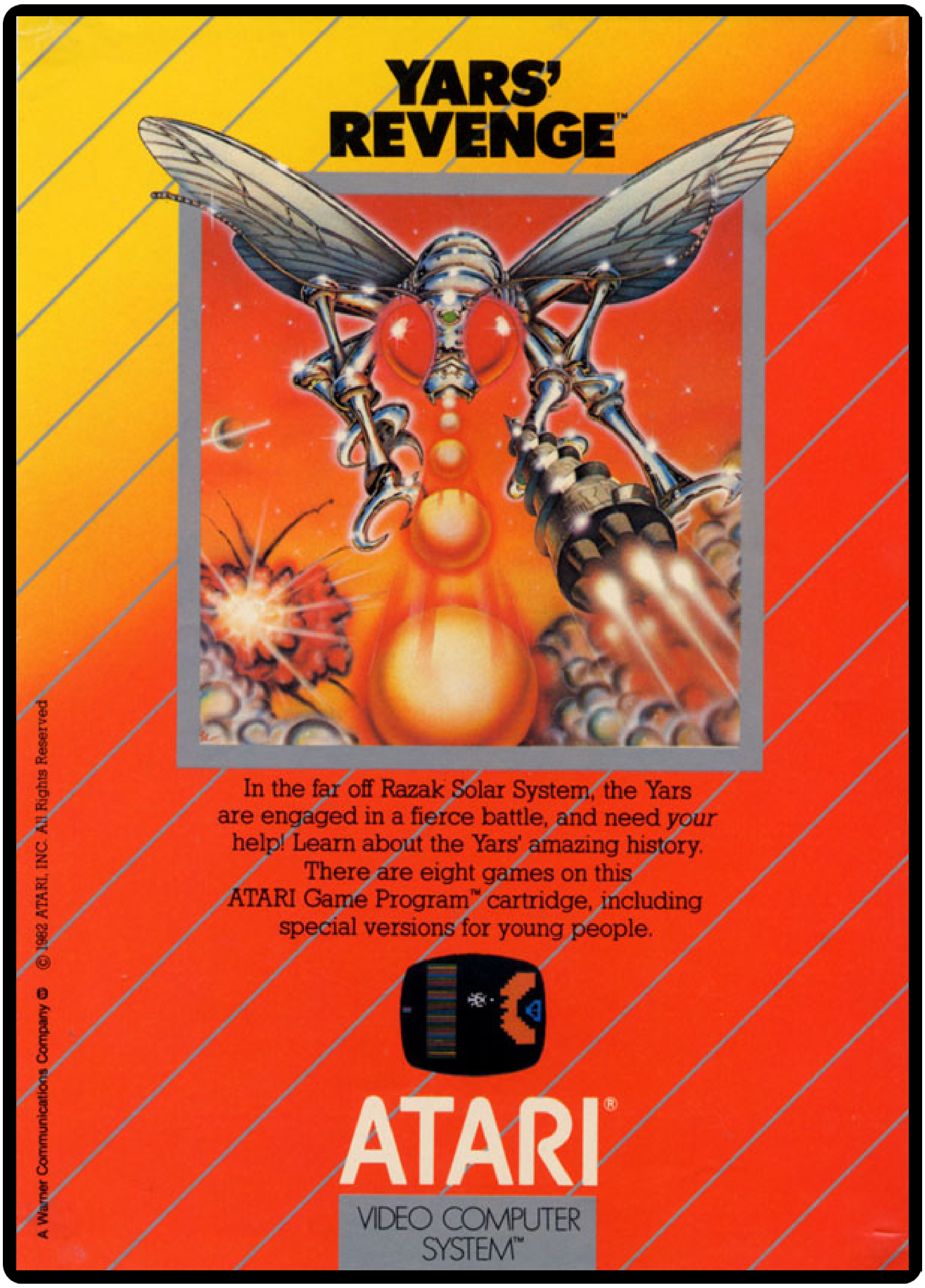
Developer	Atari *(Howard Scott Warshaw)*
Publisher	Atari
Release date	1982
Genre	Shooter
Mode	1-2 Players

The player controls an insect-like creature called a Yar who must nibble or shoot through a barrier in order to fire his Zorlon Cannon into the breach. The objective is to destroy the evil Qotile, which exists on the other side of the barrier. The Qotile can shoot at the Yar, even if the barrier is undamaged, by turning into the Swirl. The player is warned before the shot is fired, and can retreat to a safe distance to dodge the enemy's energy blast.

7.7

©1981 ATARI





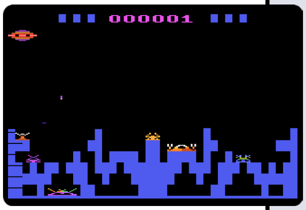
YARS' REVENGE™

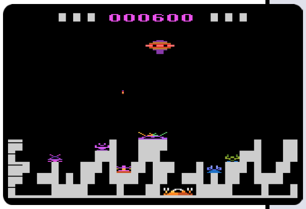
In the far off Razak Solar System, the Yars are engaged in a fierce battle, and need *your* help! Learn about the Yars' amazing history. There are eight games on this ATARI Game Program™ cartridge, including special versions for young people.

ATARI®
VIDEO COMPUTER SYSTEM™

A Warner Communications Company © 1982 ATARI, INC. All Rights Reserved

6.6



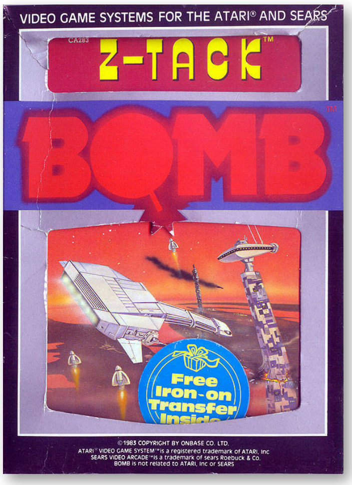


Z-Tack

Developer	Bomb *(Robert L. Esken Jr.)*
Publisher	Bomb
Release date	1983
Genre	Shooter
Mode	1-2 Players

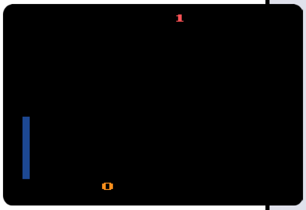
Players is a flying saucer trying to destroy cities below. The cities will fire missiles at them to stop them. In later levels, the missiles turn into balloon bombs that they mustn't run into and later levels, the balloon bombs turn into horizontally travelling missiles if they are level with the balloon.

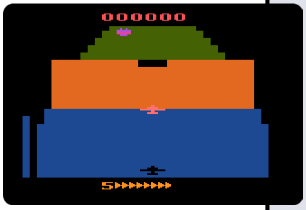
There are four game variations. Games one and two are one or two player at a beginner level. Games three and four are one or two player at advanced level.


VIDEO GAME SYSTEMS FOR THE ATARI® AND SEARS
Z-TACK™
BOMB
Free Iron-on Transfer Inside

Rarity: 9

6.6



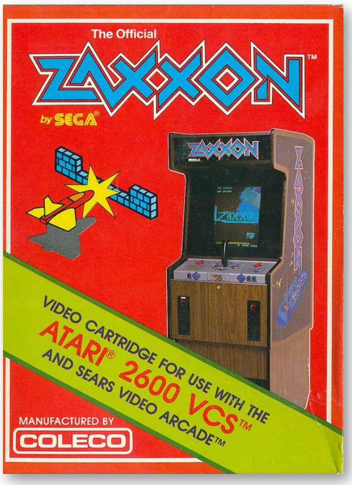


Zaxxon

Developer	Coleco
Publisher	Coleco
Release date	1982
Genre	Shooter
Mode	1-2 Players

In the adaptation of Sega's hit arcade game, players pilot a space ship through a 3-dimensional fortress. Players shoot stuff and avoid running into anything and try to defeat the robot Zaxxon at the end. They only have a limited time to hit Zaxxon in his weak spot several times before he launches a missile at them that can not be avoided.

"atariguide.com"


The Official
ZAXXON™
by SEGA
VIDEO CARTRIDGE FOR USE WITH THE
ATARI® 2600 VCS™
AND SEARS VIDEO ARCADE™
MANUFACTURED BY
COLECO

Rarity: 3

ZAXXON™
SEGA/Gremlin

Overseas Releases

Thesese pages include games released in regions other than North-America. Some these games were released in North-America though, through publishers like Zellers, Panda and "Taiwan" publishers. Most of the games listed here may fall in the "unlicensed" category.

I have tried to only list each unique game once, even if it has been released under very different names and by very different companies. I used AtariMania.com alot in this process.

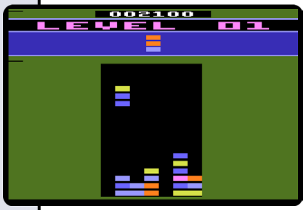
A C I D
D R O P
NEW
For the ATARI® 2600™
ATARI® 7800™
in 2600 mode
SaLu

Acid Drop

4.0

Developer	Salu *(Dennis M. Kis)*
Publisher	Salu
Release date	1992
Genre	Puzzle
Mode	1 Player

Acid Drop is a falling block game similar to Columns. The object of the game is to create a horizontal or vertical line of three or more blocks of the same color, which will then disappear. The remaining blocks will fall down, but won't disappear if they form another line. Every 10,000 points a special block will appear (the Acid Drop) which removes three columns of blocks and marks the beginning of the next level.


002100
LEVEL 01

ASTEROID FIRE™
11
home vision
home vision®
1 VIDEO GAME CARTRIDGES

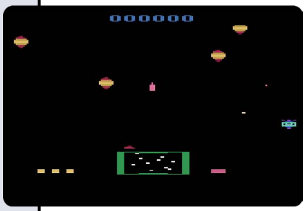
Asteroid Fire

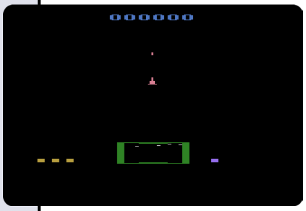
5.2

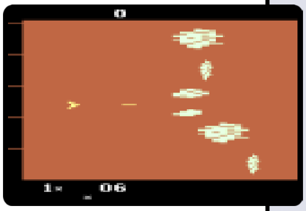
Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Shooter
Mode	1 Player

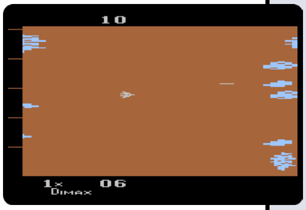
Asteroid Fire is a space-shooter for the Atari 2600 that was released in Europe.

Other versions with a different title: Asteroid Belt, Great Escape, and Time Machine.







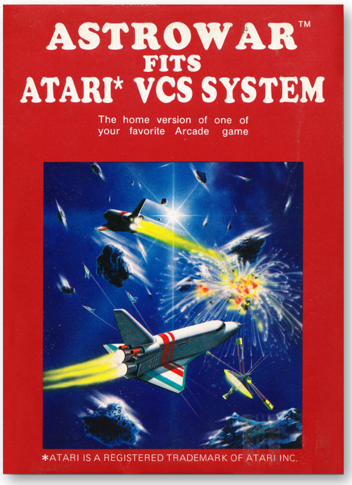

10
1× 06
Dimax

Astrowar

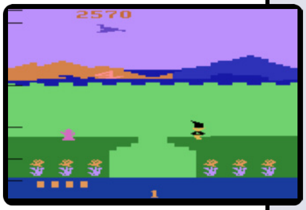
Developer	Dimax
Publisher	Dimax, Sinmax
Release date	1983
Genre	Shooter
Mode	1 Player

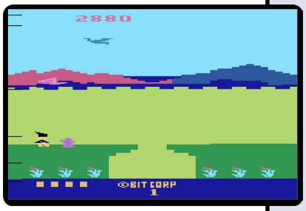
This space shooter was released as a bootleg (but in official packaging) for the Atari 2600.

Other versions with a different title: Astro War, Astro-War, Dead-Ray, Kampf im Asteroiden-Gürtel, Meteor Defense, Missile War, Sternen-Kampf, Sternkrieg, and War 2000.


ASTROWAR™
FITS
ATARI* VCS SYSTEM
The home version of one of your favorite Arcade game
*ATARI IS A REGISTERED TRADEMARK OF ATARI INC.

5.2




2880
©BIT CORP
1

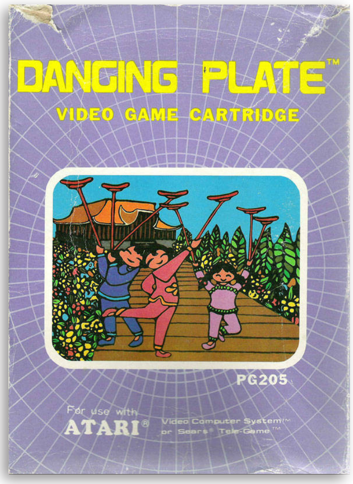
Bobby is Going Home

Developer	Bit Corp
Publisher	CCE
Release date	1983
Genre	Action-platformer
Mode	1 Player

The player controls a boy named Bobby who has to pass through seven screens, jump over animals like butterflies, ducks and other hazards. The game play resembles Pitfall!. At the end of the game all the player has to do is get Bobby into the house, and there the next level will show. Hitting reset and select change the style of flowers that show at the bottom of the screen.

BOBBY
GEHT HEIM
VIDEO-SPIEL-CASSETTE
1560

Rarity: 3


DANCING PLATE™
VIDEO GAME CARTRIDGE
PG205
For use with ATARI® Video Computer System™ or Sears® Tele-Game™

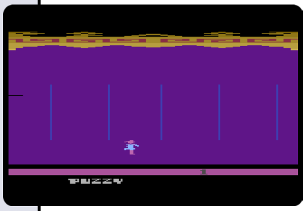
Dancing Plate

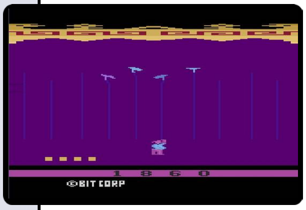
5.2

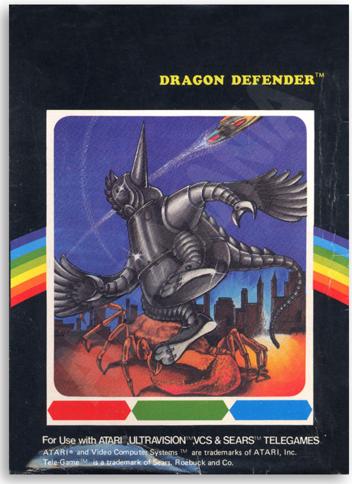
Developer	Zimag
Publisher	Bit Corp.
Release date	1983
Genre	Action
Mode	1 Player

Dancing Plates is the PAL version of Dishaster. The game feature oriental-themed graphics and adds eight game variations.

In both Dishaster and Dancing Plate, players have a plate spinning on top of a skinny stick. After a time, the plate begins to wobble. When this happens, players must move under the plate and press the button, repeatedly, to get the plate up to speed again.






DRAGON DEFENDER™
For Use with ATARI®, ULTRAVISION™, VCS & SEARS™ TELEGAMES

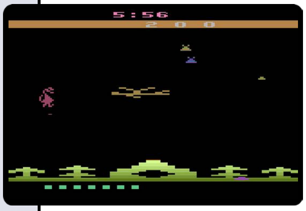
Dragon Defender

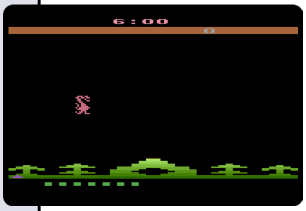
4.5

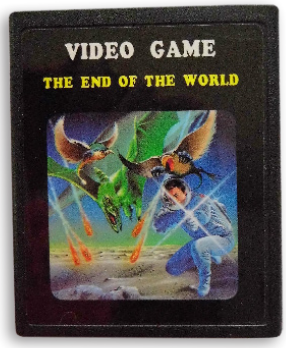
Developer	n/a
Publisher	Hi-Score, Home Vision, Suntek
Release date	1983
Genre	Action
Mode	1 Player

Other versions with a different title: Arena Fight, Dragon Attack, and Im Schutz der Drachen. The Arena Fight version is shown in a Home Vision ad, but still not found. It's most probably the same game as Dragon Defender.

"atarimania.com"






VIDEO GAME
THE END OF THE WORLD

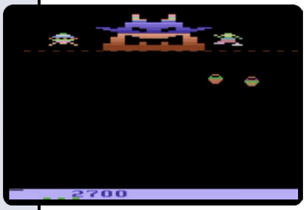
The End of the World

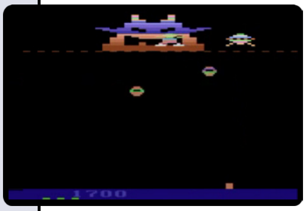
Developer	Dimax, Sinmax
Publisher	Dimax, Sinmax
Release date	n/a
Genre	Shooter
Mode	1-2 Players

End of the World is a space shooter

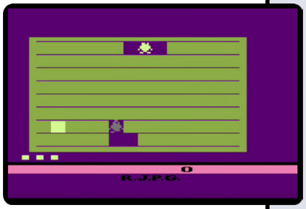
Other versions with a different title: Invasion aus der Galaxis, Laser Base, Mid-Time, Space War, War Stars, Weltuntergang, and World End.

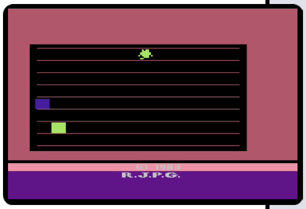
"atarimania.com"





Frisco





Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Action
Mode	1 Player

This game is based on the code of Pac-Man.

It's still not known where the initials R.J.P.G. stand for.

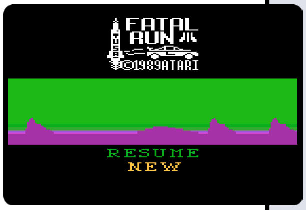
Other versions with a different title: Jagd auf Diamanten-Frisco, Peter Penguin, Seal to Whales, and Square Game.

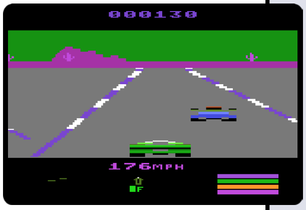
"atarimania.com"

FRISCO
8 VIDEO GAMES
4
home vision

7.2

Fatal Run

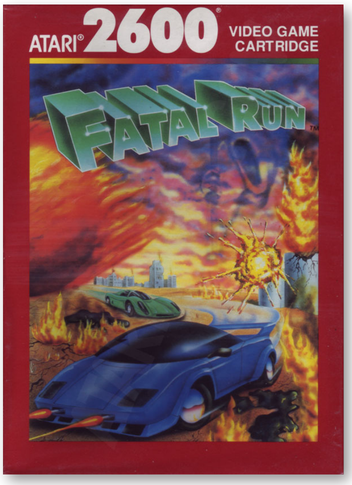

FATAL RUN
©1989ATARI
RESUME
NEW


000130
176MPH

Developer	Sculptured Software *(Steve Aguirre)*
Publisher	Atari
Release date	1990
Genre	Racing
Mode	1 Player

In this post-apocalyptic driving/racing game players must travel to various towns delivering medicine, while on their way to a missile base which houses a rocket that can save the world. While driving through the 32 levels, they'll meet countless enemies who want to stop them from achieving their goal. The car boasts many weapons to help them out, including dynamite, rockets, oil slicks, smoke screens, and machine guns.

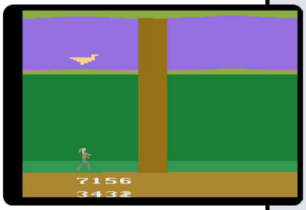
"mobygames.com"

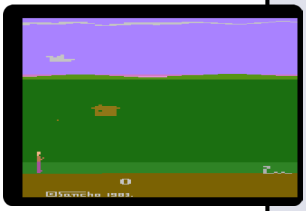

ATARI 2600
VIDEO GAME CARTRIDGE
FATAL RUN

Rarity: 4

4.5

Forest

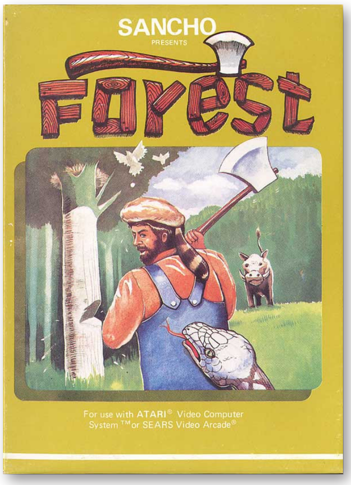



0
©Sancho 1983.

Developer	Sancho
Publisher	Sancho
Release date	1983
Genre	Action
Mode	1 Player

In Forest players must make their way two screens to the right to get to the tree. Animals will come at them from either side of the screen. Players must either jump over the animal or press the button and push the joystick in the desired direction to chop them with the axe. Snakes cannot be chopped, only jumped over.

"mobygames.com"


SANCHO
PRESENTS
Forest
For use with ATARI® Video Computer System ™or SEARS Video Arcade®

GHOSTBUSTERS II
VIDEO GAME CARTRIDGE FOR THE ATARI® 2600™ / 7800™
ACTIVISION
NOW FOR THE ATARI® 2600™ / 7800™

Rarity: 3

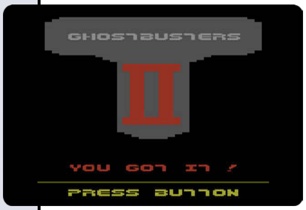
3.6

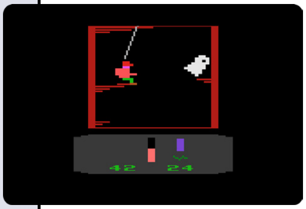
Ghostbusters II

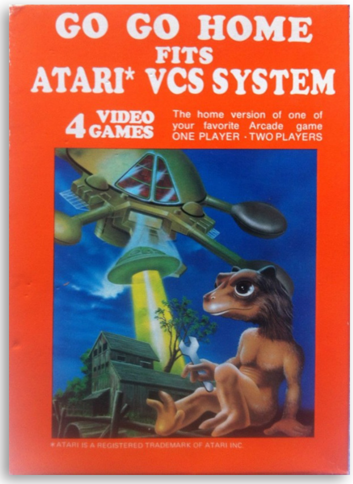
Developer	Activision
Publisher	Salu
Release date	1992
Genre	Action
Mode	1 Player

Ghostbusters II was only released in Europe. Activision originally programmed it, but it was decided that the US market for 2600 games was dying, so they only sold it overseas where the 2600 still had a reasonably strong presence. Salu distributed it overseas.

"atariage.com"


GHOSTBUSTERS
II
YOU GOT IT !
PRESS BUTTON



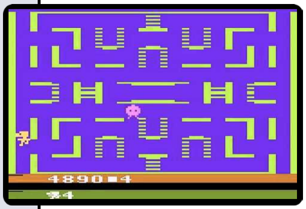

GO GO HOME
FITS
ATARI* VCS SYSTEM
4 VIDEO GAMES
The home version of one of your favorite Arcade game
ONE PLAYER · TWO PLAYERS

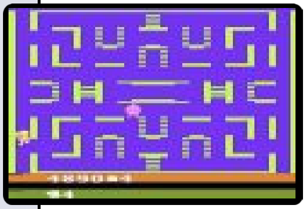
Go Go Home

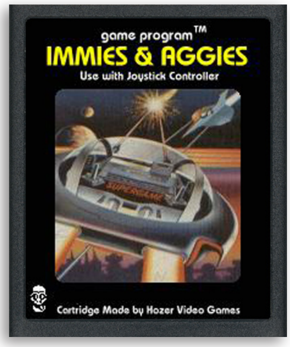
Developer	Dimax, Sinmax
Publisher	Dimax, Sinmax
Release date	1983
Genre	Maze
Mode	1-2 Players

In the game an alien crashed on Earth and to get back to his planet he must find the four pieces of his spacecraft.

Other versions with a different title: Alien's Return, Col 'N', E.T Go Home, E.T. Will nach Hause, Go Go Home Monster, Das Raumschiff, UFI und Sein Gefährlicher Einsatz.






game program™
IMMIES & AGGIES
Use with Joystick Controller
Cartridge Made by Hozer Video Games

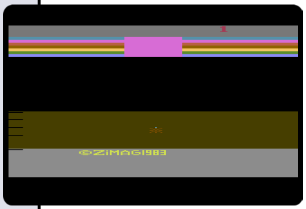
4.5

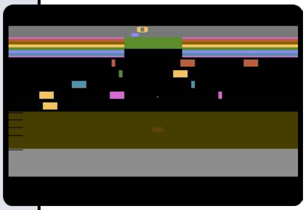
Immies & Aggies

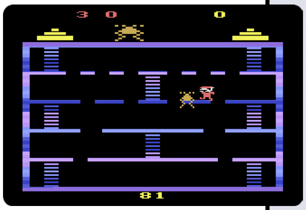
Developer	ZiMAG
Publisher	ZiMAG
Release date	1983
Genre	Shooter
Mode	1 Player

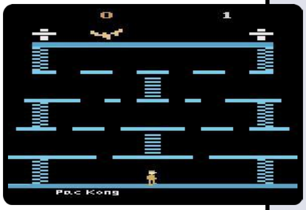
The goal of the game appears to be to shoot the proper colored marble (square) with the little blaster. On the top of the screen there is colored box that displays the current color, while several different shaped squares will appear in a random pattern in the middle of the screen. As the colored box slowly disappears, players must shoot as many squares matching the current color as they can.

"Jason Scott"









Inca Gold

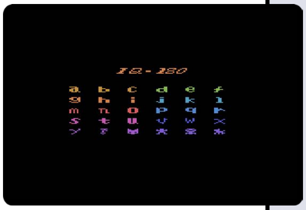
Developer	Funvision
Publisher	Funvision
Release date	1982
Genre	Platformer
Mode	1-2 Players

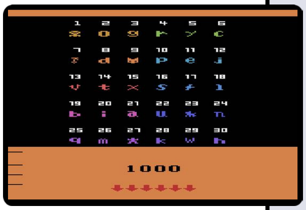
Inca Gold plays very similar to Donkey Kong. The player controls an 'adventurer' (called Kong in some versions of the game) and has to reach the treasures the evil octopus hid away.

Other versions with a different title: Donkey Kong, Pac Kong, Pac-Kong, Spider Kong, Spider Maze, Spider Monster, and Tonky Kon.

"retrogames.cz"

6.0





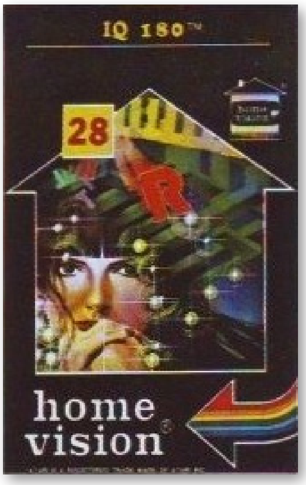
IQ 180

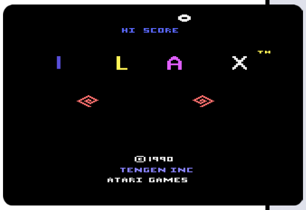
Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Puzzle
Mode	1 Player

IQ 180 is a matching game. While the music plays, players have to remember the positions of all the letters in two panels. Then they have to match up letters in the first panel with letters in the second.

The game was also released as I.Q. Memory Teaser.

"supercat@atariage.com"


IQ 180™
28
home vision


HI SCORE
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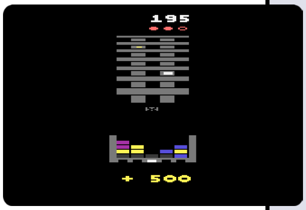
K L A X ™
©1990
TENGEN INC
ATARI GAMES

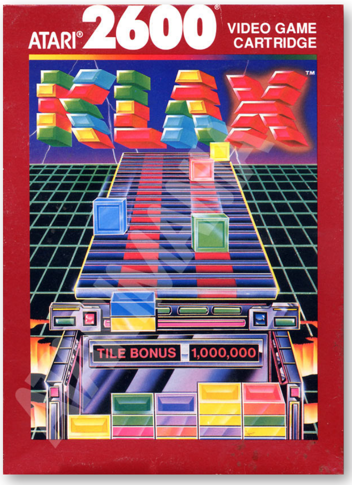


KLAX

Developer	Axlon
Publisher	Atari
Release date	1990
Genre	Puzzle
Mode	1 Player

An action/puzzle game, the object is to catch assorted color falling tiles and create rows, columns, or diagonals of a single color. Each level requires a different pattern to be made, and the tiles fall faster, more at a time, and in an increasing number of colors as the game progresses.

"mobygames.com"


ATARI® 2600 VIDEO GAME CARTRIDGE
KLAX™
TILE BONUS 1,000,000

Rarity: 4

Lilly Adventure

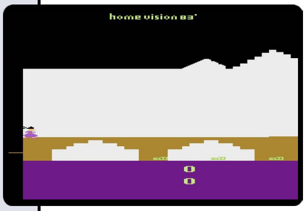
5.0

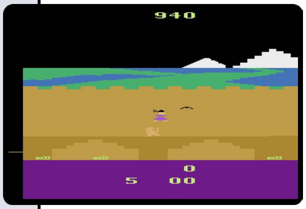
Developer Home Vision
Publisher Home Vision
Release date 1983
Genre Platformer
Mode 1 Player

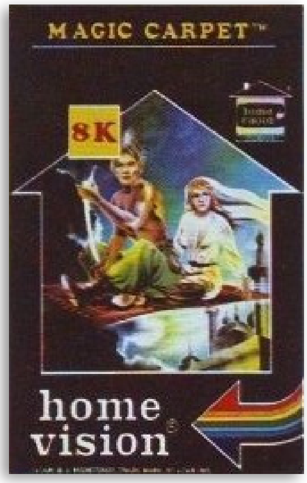
Lilly Adventure is a platform game developed by Home Vision and released on Atari 2600. The game appears to be either a remake or a hack of Bobby Geht Heim, which was also remade or hacked as Jumping Jack.

Other versions with a different title: Alices Abenteuer, Jacky Adventure, Lily, Lilly Adventure, and Wilma Wanderer.

"venturebeat.com"



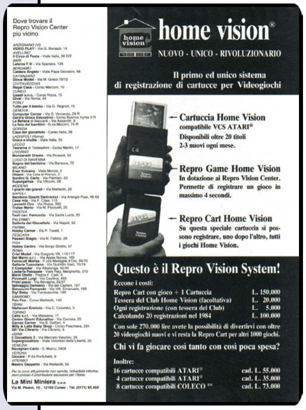




Magic Carpet

Developer Home Vision
Publisher Home Vision
Release date 1983
Genre Action-adventure
Mode 1 Player

This game is shown in a Home Vision ad, but still not found....



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"atarimania.com"

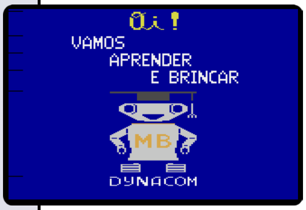
Megaboy Compact

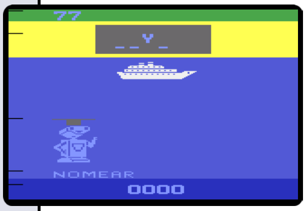
Developer Dynacom
Publisher Dynacom
Release date n/a
Genre Edutainment
Mode 1 Player

This was the pack-in game for the Megaboy. It is a 64K educational game. The cartridge contain quiz games in four disciplines: Math, English, Music and Science.

The console was released in Brazil and many were sold to schools.

"atarihq.com"





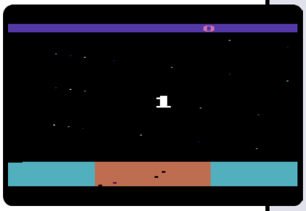
5.0

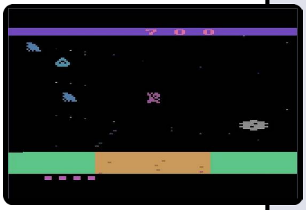
Mission 3,000 A.D.

Developer	Bit Corporation
Publisher	Bit Corporation
Release date	1983
Genre	Shooter
Mode	1 Player

Mission 3000 is an arcade action game where players control the space ship Thunderhawk on a mission to destroy enemy starbases. On each level, there are six heavily guarded starbases which they need to locate and destroy. To help out, at the bottom of the screen is a scanner which shows the location of the Thunderhawk as well as the starbases.

"mobygames.com"





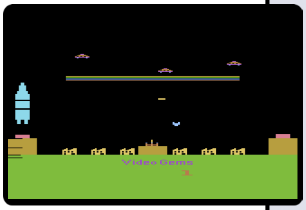
MISSION
3000
VIDEO-SPIEL-CASSETTE

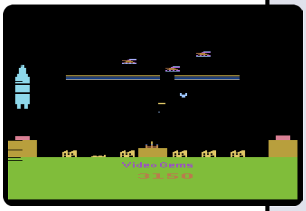
Missile Control

Developer	Video Gems
Publisher	Video Gems
Release date	1983
Genre	Shooter
Mode	1 Player

Missile Control is a Missile Command-style game. The player has to defend their cities from incoming bombs fire by alien spaceships.

Other versions with a different title: Laaser, Raketen-Angriff, and Star Force.




Video Gems
3150

VIDEO GEMS
MISSILE CONTROL
THE ULTIMATE VIDEO SHOOTING GAME
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

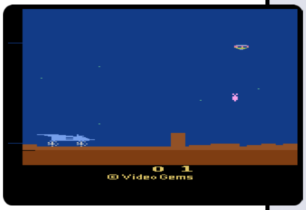
3.5

Mission Survive

Developer	Video Gems
Publisher	Video Gems
Release date	1983
Genre	Shooter
Mode	1 Player

In Mission Survive, a blatant Moon Patrol clone, players control a car that is driving on a planet while being shot at by enemy ships. Players need to destroy ships and avoid obstacles.

"atari2600.com.br"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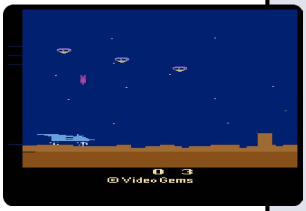
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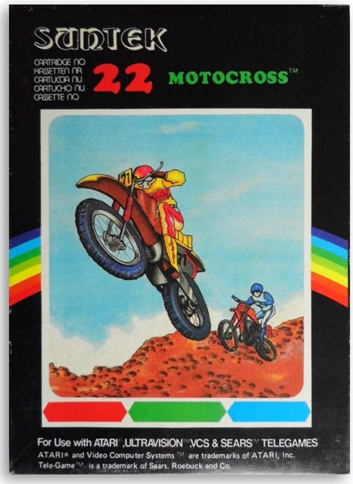
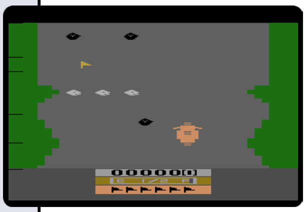
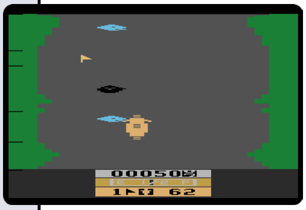
VIDEO GEMS
MISSION SURVIVE
THE ULTIMATE VIDEO SURVIVAL GAME
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Motocross

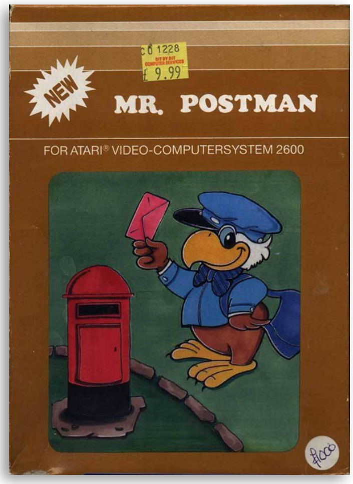

SUNTEK
22
MOTOCROSS™
For Use with ATARI ULTRAVISION VCS & SEARS TELEGAMES

Developer	Home Vision
Publisher	Suntek, Quelle
Release date	n/a
Genre	Racing
Mode	1 Player

Motocross is a motorcycle racing game viewed from a top-down perspective. Players rides a bike against an endless number of opponents on a straight road, trying to avoid running into them. In addition, the player has to watch the amount of gas left in the tank. The fuel gauge can be restored by driving over fuel cans. The goal of the game is to overtake a specified amount of bikes. Once this is accomplished, a new "scene" starts, and the difficulty is increased.

Mr. Postman


NEW
MR. POSTMAN
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

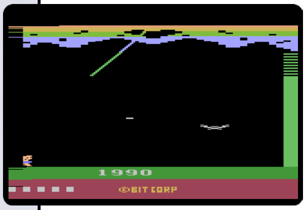
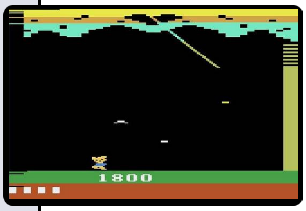
7.0

Developer	Bit Corporation
Publisher	Bit Corporation
Release date	1983
Genre	Action
Mode	1 Player

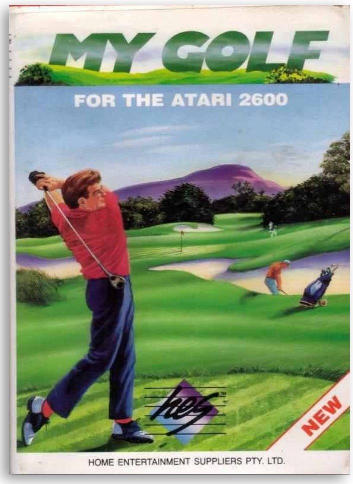
Mr. Postman is an original climbing game. Players try to exit the room. The game is part puzzle part strategy.

Other versions with a different title: Carrier Pigeon, Der Geheimkurier, Mr. Postman - Der Postmann, Mr. Postman - O Carteiro, Postman, and Señor Cartero.

"atarimania.com"


1990
©BIT CORP


My Golf


MY GOLF
FOR THE ATARI 2600
NEW
HOME ENTERTAINMENT SUPPLIERS PTY. LTD.

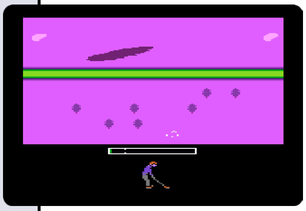
Rarity: 4

6.0

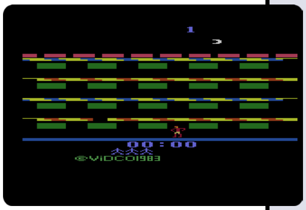
Developer	Imagineering *(David Lubar)*
Publisher	HES
Release date	1990
Genre	Sports
Mode	1 Player

My Golf is a Sports game, developed by Imagineering Inc and published by HES Interactive, which was only released in Europe in 1990.

The game was also released by Salu with the same title.

MY GOLF
© 1990 HES


A Mysterious Thief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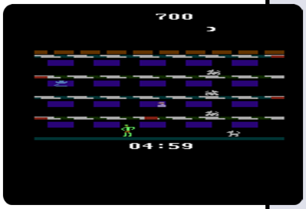
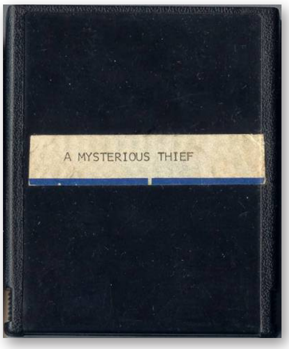


Developer	ZiMAG
Publisher	ZiMAG
Release date	1983
Genre	Platformer
Mode	1-2 Players

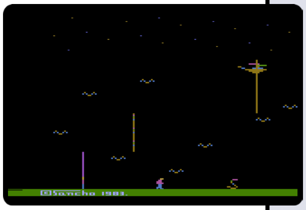
The goal is to steal as many items from the building before the timer expires. However to accomplish this task players have to be sneaky. Unfortunately the killer guard dogs and the local security man have been alerted to the thiefs presence and are out to put and end to the one man crime spree.

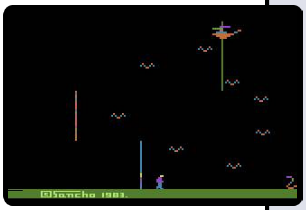
Other versions with a different title: Criminal Persuit, Criminal Pursuit, Criminal Run, Eddy Langfinger, der Museumsdieb, and A Misterious Thief.


A MYSTERIOUS THIEF

4.2

Nightmare


©Sancho 1983.

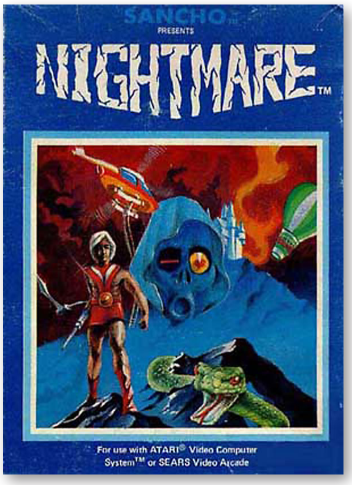

©Sancho 1983.
2

Developer	Sancho
Publisher	Sancho
Release date	1983
Genre	Platformer
Mode	1 Player

Nightmare, at it's core, is a haphazardly put together, unfair attempt at making a fast paced platforming game. The goal of each level is not always understood. Unfair enemy placement can cause unavoidable deaths. Timers for each level are unfair as they vary greatly and the player must guess what needs to be done.

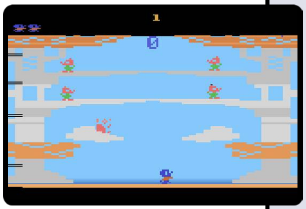
Other versions with a different title: Dream Flight, and Stunt Man.

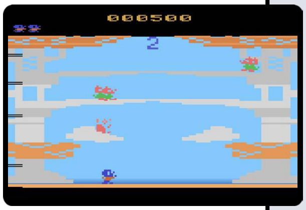
“mediahindsight.com”


SANCHO
PRESENTS
NIGHTMARE™
For use with ATARI® Video Computer System™ or SEARS Video Arcade

5.0

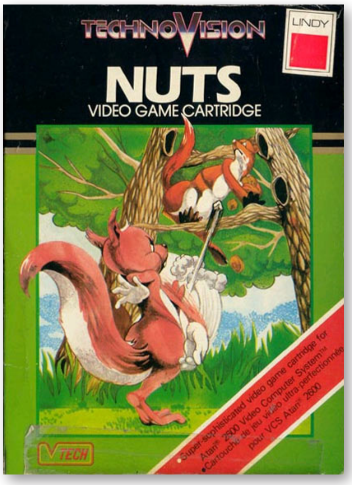
Nuts

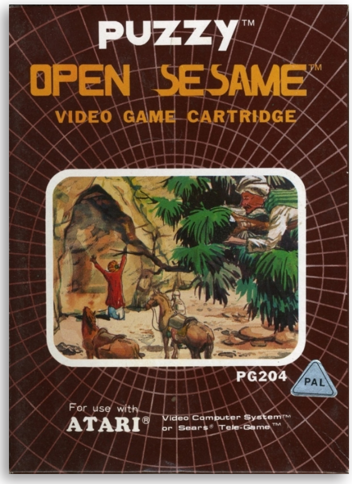




Developer	TechnoVision
Publisher	TechnoVision
Release date	1983
Genre	Shooter
Mode	1 Player

In Nuts players shoot squirrels who try to steal their nuts.


TECHNOVISION
LINDY
NUTS
VIDEO GAME CARTRIDGE
VTECH

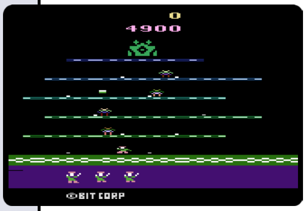

PUZZY™
OPEN SESAME™
VIDEO GAME CARTRIDGE
PG204
PAL
For use with ATARI®
Video Computer System™ or Sears® Tele-Game™

Open Sesame

Developer	Puzzy, Bit Corporation
Publisher	Puzzy, Bit Corporation
Release date	1982
Genre	Platformer
Mode	1 Player

Open, Sesame! is an action platform game. Players control Ali Baba, and the goal is to reach the cave of treasures. The treasury entrance is at the top of the screen, and they begin each level at the bottom and need to climb their way up. To do so, they will need to find a good location where they can throw a rope up to the next platform and climb up. To hinder the progress, there are guards wandering each of the floors. If the players is caught, they'll lose a life.

4.6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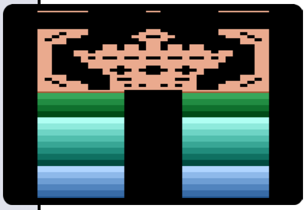
©BIT CORP



PANDA CHASE™
4K
5
home vision
home vision®
VIDEO GAME CARTRIDGES

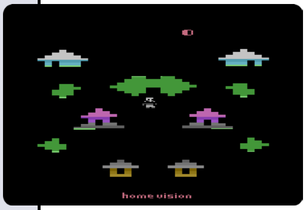
Panda Chase

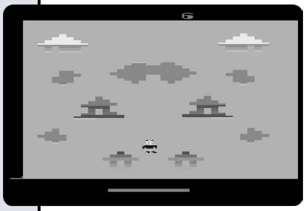
Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Platformer
Mode	1 Player

In Panda Chase the player controls a small panda in his search for bamboo in the forest.

Other versions with a different title: Der Hungrige Panda, Panda, Panda (Quest), Panda Rescue, and UFO Attack.

3.0


home vision



PARACHUTE™
4K
23
home vision
home vision®
VIDEO GAME CARTRIDGES

Parachute

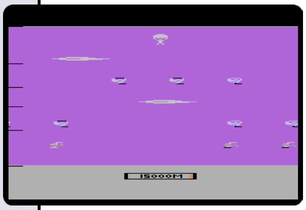
Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Action
Mode	1 Player

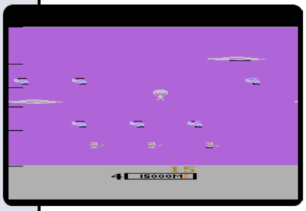
Parachute puts the player in the role of parachutist who is falling gently from the sky. In order to land safely, the player must evade aeroplanes, helicopters, birds and hot air balloons.

Other versions with a different title: Sky Drive, Skydiver, and Vom Himmel durch die Hölle. It was also pre-copied on the Repro Cart that came packed with the Repro Game Kit.

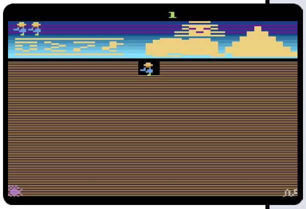
"atarimania.com"

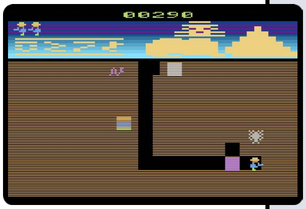
6.3





8.5



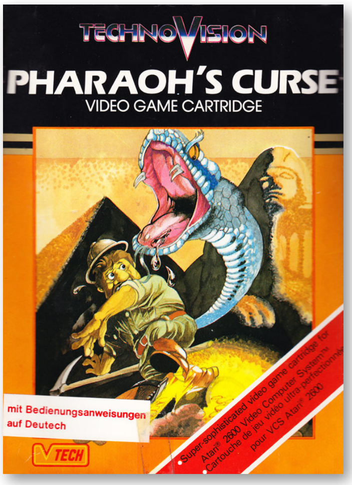


Pharaoh's Curse

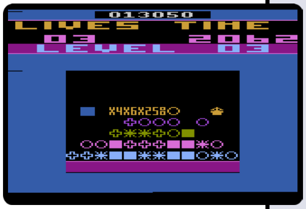
Developer	TechnoVision
Publisher	TechnoVision
Release date	1983
Genre	Action
Mode	1 Player

Only released in Europe, this Dig Dug rip-off has players burrowing their way though an underground Egyptian tomb in an attempt to collect treasure and shoot (or squish) an evil snake and the mummy of the Pharaoh.

"classicgames.about.com"


TECHNOVISION
PHARAOH'S CURSE
VIDEO GAME CARTRIDGE
mit Bedienungsanweisungen auf Deutech
VTECH

PICK 'N' PILE
PROGRAMMED BY
D.M.KISS

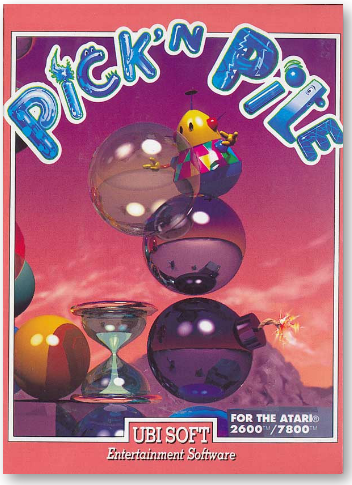

013050
LIVES TIME
03 2062
LEVEL 03

Pick 'n Pile

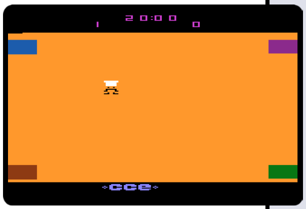
Developer	Ubisoft
Publisher	Salu
Release date	1990
Genre	Puzzle
Mode	1 Player

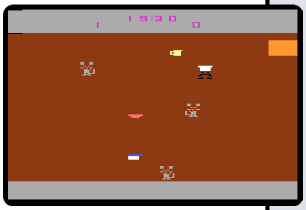
Pick 'n Pile is a Tetris-style puzzle game. On each level there are a variety of symbols arranged in columns on the screen. By moving the symbols around, players need to create columns which contain identical symbols; once all the symbols in a column are the same, that column disappears. The goal is to earn points and complete the levels by making all of the symbols on the screen disappear.

"mobygames.com"


PICK'N PILE
UBI SOFT
Entertainment Software
FOR THE ATARI® 2600™/7800™

Rarity: 4



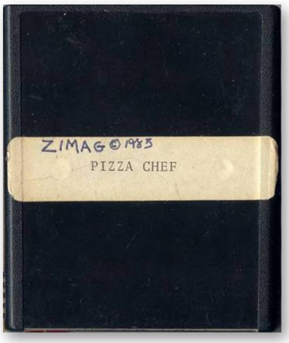


Pizza Chef

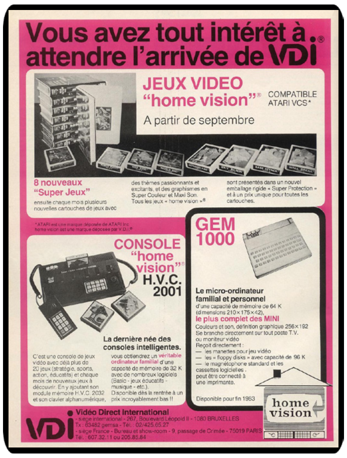
Developer	ZiMAG
Publisher	CCE
Release date	1983
Genre	Edutainment
Mode	1 Player

Pizza Chef was a game supposedly programmed by Zimag, but was never released by them. Somehow CCE got their hands on this title and released it in Brazil.

"atariage.com"


ZIMAG © 1983
PIZZA CHEF

Play Farm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JEUX VIDEO "home vision"® COMPATIBLE ATARI VCS*

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8 nouveaux "Super Jeux"

ensuite chaque mois plusieurs nouvelles cartouches de jeux avec des thèmes passionnants et excitants, et des graphismes en Super Couleur et Maxi Son. Tous les jeux « home vision »® sont présentés dans un nouvel emballage rigide « Super Protection » et à un prix unique pour toutes les cartouches.

*ATARI est une marque déposée de ATARI Inc
home vision est une marque déposée par V.D.I.®

CONSOLE "home vision"® H.V.C. 2001

La dernière née des consoles intelligentes.

C'est une console de jeux vidéo avec déjà plus de 20 jeux (stratégie, sports, action, éducatifs) et chaque mois de nouveaux jeux à découvrir. En y ajoutant son module mémoire H.V.C. 2032 et son clavier alphanumérique, vous obtiendrez un véritable ordinateur familial d'une capacité de mémoire de 32 K avec de nombreux logiciels (Basic - jeux éducatifs - musique - etc.). Disponible dès la rentrée à un prix incroyablement bas !!

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Couleurs et son, définition graphique 256×192
Se branche directement sur tout poste T.V. ou moniteur vidéo
Reçoit directement :
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— le magnétophone standard et les cassettes logicielles.
peut être connecté à une imprimante.

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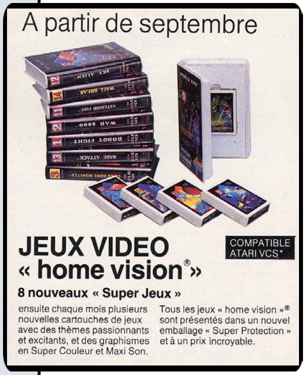
- siège international - 267, Boulevard Léopold II - 1080 BRUXELLES
Tx : 63482 gemsa - Tél. : 02/425.65.27
- siège France - Bureau et show-room - 9, passage de Crimée - 75019 PARIS
Tél. : 607.32.11 ou 205.85.84

Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Action
Mode	1 Player

This game is shown in a Home Vision ad, but still not found. It's most probably the same game as Farmyard Fun from Suntek.

"atarimania.com"


A partir de septembre

WAR 2000
ROBOT FIGHT
BASE ATTACK

JEUX VIDEO « home vision® »

COMPATIBLE ATARI VCS*

8 nouveaux « Super Jeux »

ensuite chaque mois plusieurs nouvelles cartouches de jeux avec des thèmes passionnants et excitants, et des graphismes en Super Couleur et Maxi Son.

Tous les jeux « home vision »® sont présentés dans un nouvel emballage « Super Protection » et à un prix incroyable.

Pumuckl I

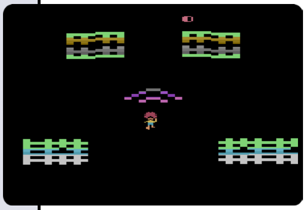
Pumuckl I
FOR ATARI® VCS 2600

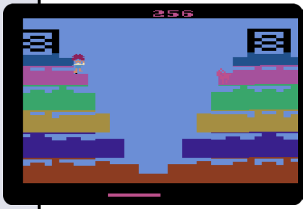
Developer	ITT Family Games
Publisher	ITT Family Games
Release date	1983
Genre	Platformer
Mode	1 Player

This game was most probably never released by ITT Family Games. The game is based on the code of Panda Chase from Home Vision (a little panda heads show up when players run out of time).

Other versions with a different title: Aufruhr im Zoo, and Zoo Fun.

"atarimania.com"





Racing Car

2.0

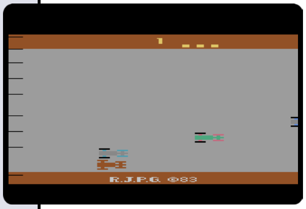
24
home vision

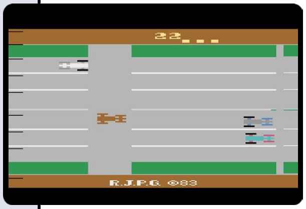
Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Racing
Mode	1 Player

The white cartridge version of Racing Car is extremely rare.

Other versions with a different title: Car Racing, Free Way, Grand Prize, and Hell Driver.

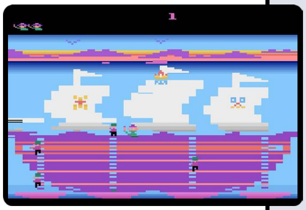
"atarimania.com"

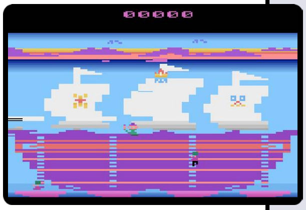




3.0

Save Our Ship

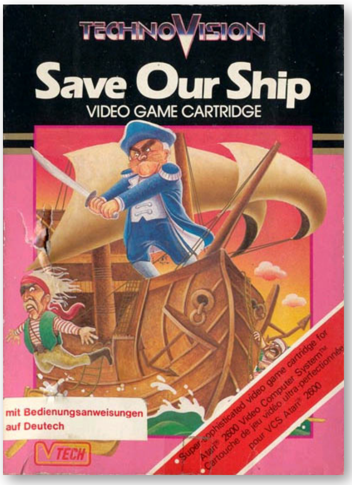




Developer	TechnoVision
Publisher	TechnoVision
Release date	1983
Genre	Action
Mode	1 Player

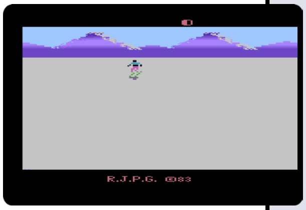
Players take the role of a captain of a capital ship, sailing the Spanish Main. Suddenly they're attacked by hordes of ruthless, cut-throat Pirates. Dozens of them swarm aboard and only the captain, with his trusty cutlass, can Save his Ship. Players have to out-think, out manoeuvre and out-fight them all. Otherwise they're sunk.

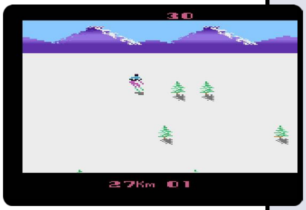
"retrogames.cz"


TECHNOVISION
Save Our Ship
VIDEO GAME CARTRIDGE
mit Bedienungsanweisungen
auf Deutech
VTECH

5.0

Ski Hunt





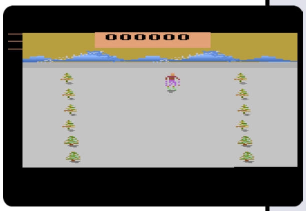
Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Sports
Mode	1 Player

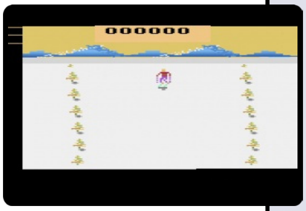
Ski Hunt is a sports game developed by Homevision and released on Atari 2600.

Other versions with a different title: Mountain Man, Ski-Dodge'm, Ski-Jagd, Sky Hunt, Winter Vocation, and Winterjagd.

6
home vision

Ski Run





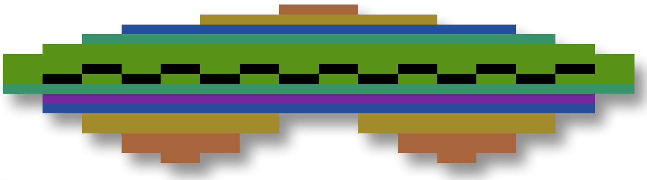
Developer	Suntek
Publisher	Suntek
Release date	n/a
Genre	Sports
Mode	1 Player

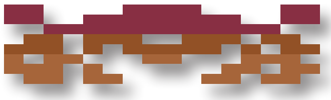
Ski Run has similarities with "Skiing". However, the gameplay is really quite simple and the game looks unfinished.

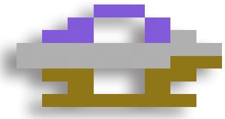
Other versions with a different title: Abfahrtslauf.

"Theshadowsnose@youtube.com"

VIDEO GAME
SKI RUN™
SS-024

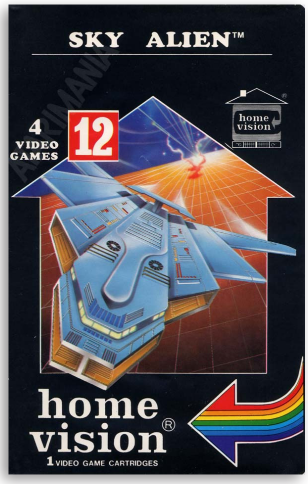






Sky Alien

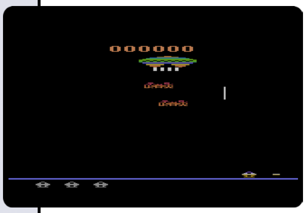
3.0

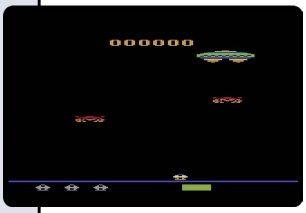

SKY ALIEN™
4 VIDEO GAMES
12
home vision
home vision®
1 VIDEO GAME CARTRIDGES

Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Shooter
Mode	1 Player

Sky Alien is another space shooter from Home Vision.

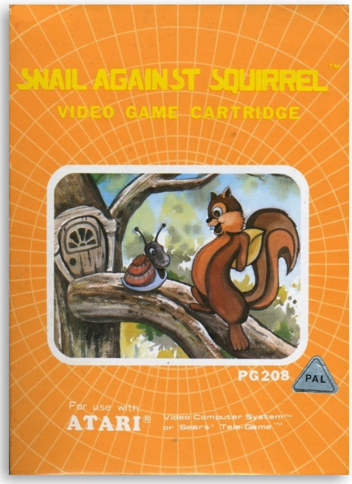
Other versions with a different title: Assault, Cosmic Free Fire, Fire Birds, Invasion der UFO'S, Monster aus dem All, Orbit-Base, Scorpion, and Space Raider.





Snail against Squirrel

5.2

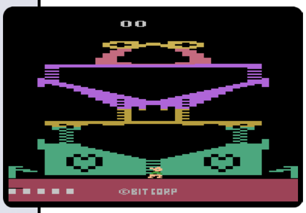

SNAIL AGAINST SQUIRREL™
VIDEO GAME CARTRIDGE
PG208
PAL
For use with ATARI® Video Computer System™ or Sears Tele-Game™

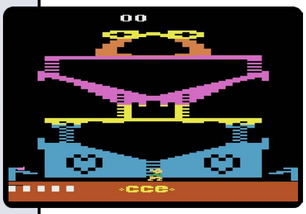
Developer	Bit Corporation
Publisher	Bit Corporation
Release date	1983
Genre	Platformer
Mode	1 Player

Snail Against Squirrel was a weird little game. Players take the role of a squirrel that is hoarding acorns and snails get in the way.

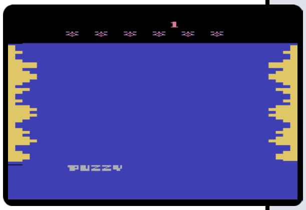
Other versions with a different title: Ardilla, La Chiocciola e Lo Scoiattolo, Schnecke gegen Eichhörnchen/ Schnecke und Eichhörnchen, Snail against Squirrel - Schnecke gegen Eichhörnchen, Squirrel, Squirrel & Snail, and Squirrel - O Esquilo.

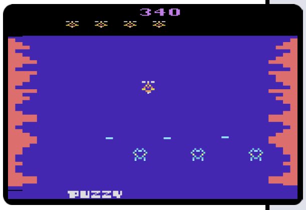
"Tyler_@gamefaq.com"





Space Tunnel

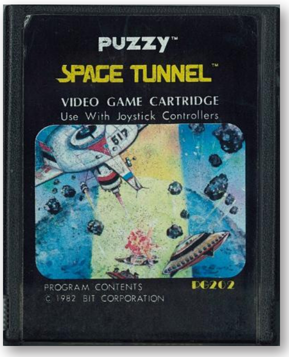




Developer	Puzzy
Publisher	Puzzy
Release date	1982
Genre	Shooter
Mode	1 Player

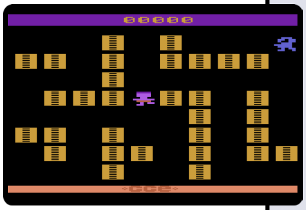
The Brazillian release of SpaceMaster X-7 was also named Space Tunnel there, so Brazil ended up having two games with the same title.

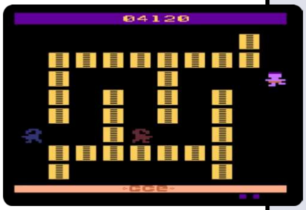
Other versions with a different title: Baja Buggies, Corredor Cosmico, Cosmic Corridor, Cosmic War, Space Robot, Space Tunnel - Le Tunnel de L’Estace, Space Tunnel - O Túnel Espacial, Space Tunnel - Weltraum-Tunnel, Tunnel Spaziale, and Weltraum-Tunnel/Weltraumtunnel.


PUZZY™
SPACE TUNNEL™
VIDEO GAME CARTRIDGE
Use With Joystick Controllers
PROGRAM CONTENTS
© 1982 BIT CORPORATION
PG202

Rarity (Puzzy): 9

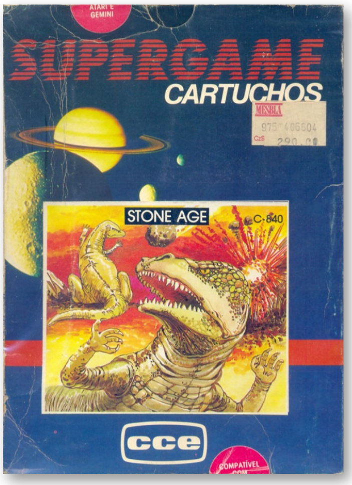
Stone Age





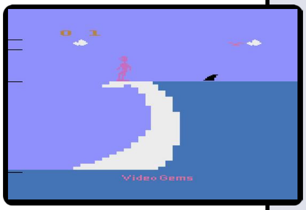
Developer	CCE
Publisher	CCE
Release date	1983
Genre	Action
Mode	1-2 Players

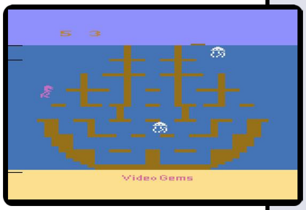
Stone Age, a clone of Pengo, is the same game as the never released Stone Age from TechnoVision.


SUPERGAME
CARTUCHOS
STONE AGE
C: 840
cce

5.3

Surfer’s Paradise



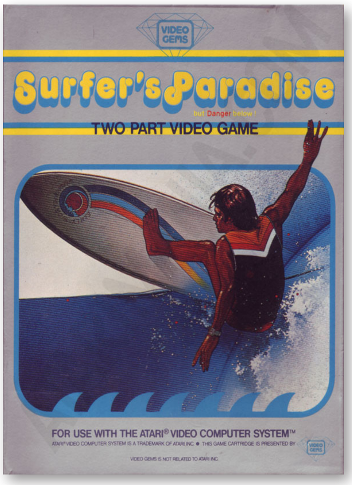


Developer	Video Gems
Publisher	Video Gems
Release date	1983
Genre	Action
Mode	1 Player

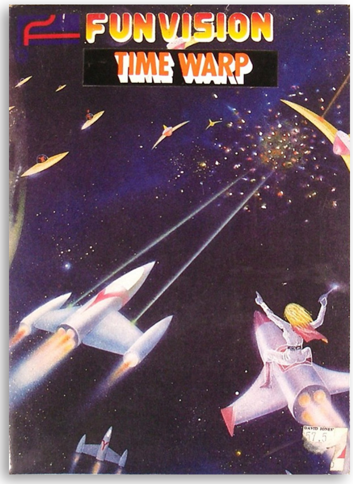
In Surfer’s Paradise, the player’s objective is to stay on top of a wave as long as possible. From time to time, a shark will approach the player who can in turn jump to try to avoid the shark.

The underwater sequence makes up the second part of the game. Here, the player has to get from the left side of the screen to the right side and back onto their surf board. However, there’s a sunken galleon in their way.

“mobygames.com”


VIDEO GEMS
Surfer’s Paradise
TWO PART VIDEO GAME
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Time Warp

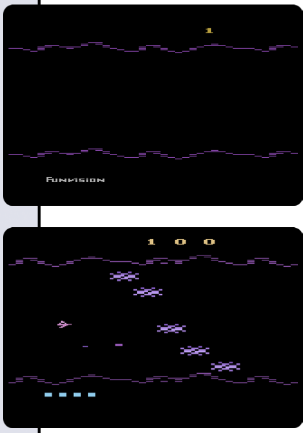

FUNVISION
TIME WARP

Rarity (zellers): 5

Developer	Funvision
Publisher	Funvision
Release date	1982
Genre	Shooter
Mode	1 Player

Time Warp has players placed in a spacecraft flying through what looks like a cave, while taking on several enemies that attack them from the right side of the screen. After surviving a few rounds, they'll go into an 'underground' cave where they fly through a treacherous corridor and attempt to dock with a refueling station.

The blue labelled version of this game owns a Holy Grail status.


1
FUNVISION
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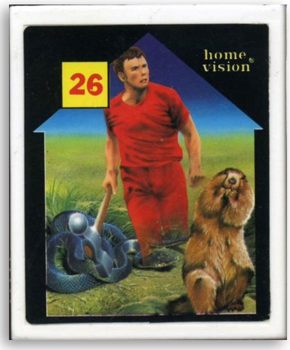
Topsy/Topy

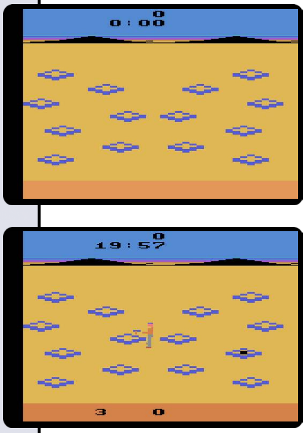
6.0


26
home vision

Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Action
Mode	1 Player

Hole Hunter is a whack-a-mole-style game. Players control a man with a hammer, who seems to be in the desert, and is surrounded by holes. Periodically the holes will light up and then some sort of rodent appears popping out of it and players need to smash him back down his burrow. If they don't hit him in time then he will escape and run around the screen trying to bite the players.

"Jason Scott@archive.org"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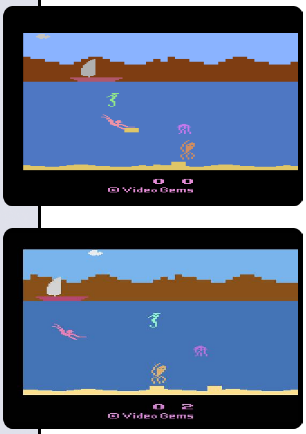
Treasure Below

4.0

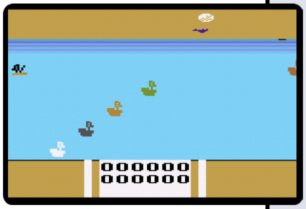
VIDEO GEMS
TREASURE BELOW
THE UNDERWATER VIDEO SEAHUNT GAME
FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™

Developer	Video Gems
Publisher	Video Gems
Release date	1983
Genre	Action
Mode	1 Player

In Treasure Below, players dive for the golden treasure. They got their trusty knife and speargun for protection from the jelly fish, octopus and sharks. The action gets faster the longer players are in action.


0 0
© Video Gems
0 2
© Video Gems

Treasure Discovery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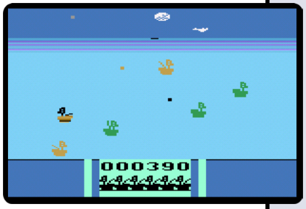
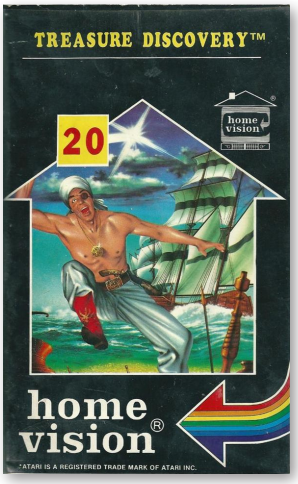


Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Action
Mode	1 Player

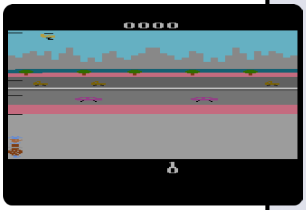
In Treasure Discovery players take the role of a pirate in search of treasure. To get these treasures he must destroy other ships for to collect the treasures. The game has complicated gameplay, because when players shoot, they need to set the angle of the shoot.

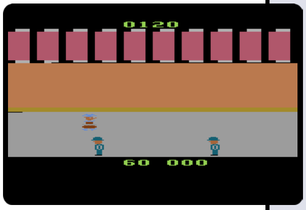
Other versions with a different title: Kampf um die Schatzinsel, and Treasure Island.

"atari2600.com.br"


TREASURE DISCOVERY™
20
home vision
home vision®
ATARI IS A REGISTERED TRADE MARK OF ATARI INC.

Walker





Developer	Home Vision
Publisher	Suntek
Release date	n/a
Genre	Platformer
Mode	1 Player

The goal of the game is to walk down the street and reach the other end of the screen before the time run out. This does not appear in the form of bars, but by the number of points. With every second that passes, points are continuously withdrawn, and if it is reduced to zero, the game ends.

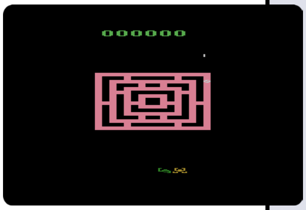
Other versions with a different title: Robin, and Schussel, der Polizistenschreck. The game Robin is shown in a Home Vision ad, but still not found.

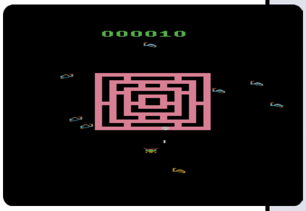
Cart is of
Schussel, der Polizistenschreck

Schussel,
der Polizistenschreck

2.0

Wall Break





Developer	Home Vision
Publisher	Home Vision
Release date	1983
Genre	Shooter
Mode	1 Player

Players take the role as the lone defender of a space fortress from a wave of hostile aliens. Aliens will come from any of the four sides of the screen and players must prevent them from raming into the walls of the fortress.

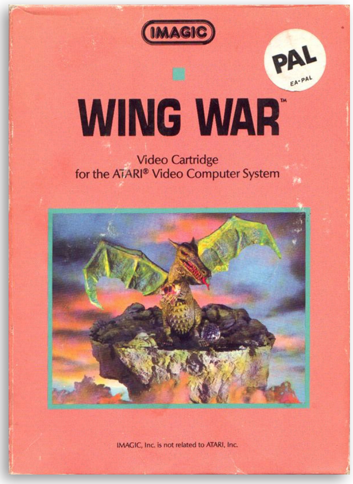
Other versions with a different title: Break-Down, Capture, Wall Defender, and Wall-Defender.

"Game Bitz Atari@youtube.com"

WALL BREAK™
14
home vision
home vision®
VIDEO GAME CARTRIDGES

Wing War

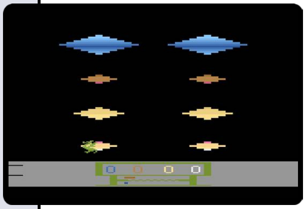
9.0

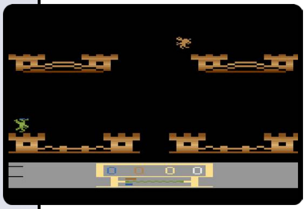


Rarity: 7

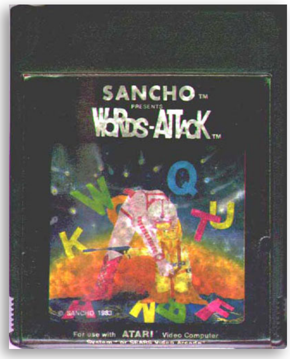
Developer	Imagic
Publisher	Imagic
Release date	1983
Genre	Action
Mode	1 Player

Wing War is a rather unique game that was only available in Europe, even though it was announced for the US market. The gameplay is a little like the classic arcade game Joust, except it's a bit more complex and involves a lot of exploration. In the game, players control a dragon. Beginning in a underground cave, the goal is to capture a sparkling diamond. To do this, it will first need to unlock the secret passage by bringing a fire, water and air crystal back to the cave.





Words-Attack

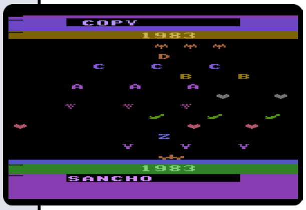


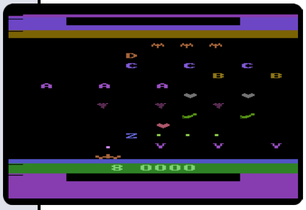
Developer	Sancho
Publisher	Sancho
Release date	1983
Genre	Edutainment
Mode	1-2 Players

This is am extremely rare Sancho prototype. Only one cartridge is known to exist.

The game seems to be unfinished, because it still has over 1K of free space left that could have been used for a valid 'word pool'. It was most probably originally made by Home Vision, because a Home Vision logo has been found inside this ROM.

"atarimania.com"





X Mission

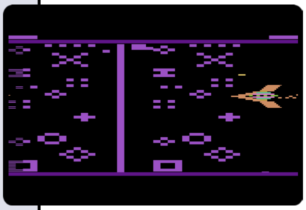
5.0

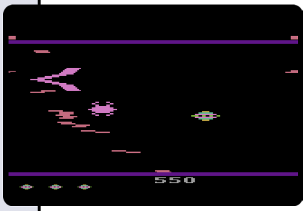
18
home vision

Developer	Home Vision
Publisher	Home Vision
Release date	1984
Genre	Shooter
Mode	1 Player

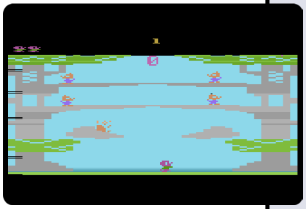
In X Mission players take the role of a UFO. What they have to do is shoot the enemy's in their path.

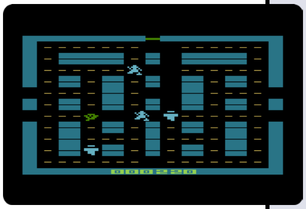
Other versions with a different title: Raumpatrouille, amd UFO Patrol.





Double-Game Package: Fox & Goat / Pygmy

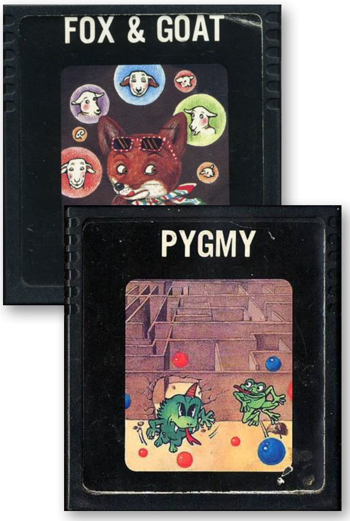




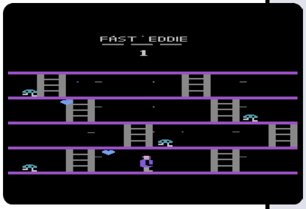
Developer	n/a
Publisher	Otto Versand
Release date	n/a
Genre	Compilation
Mode	1 Player

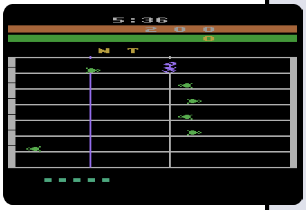
Fox & Goat, a shooter, is the same game as Nuts.

Pygmy, a clone of Lock'N'Chase, is a maze game.



Double-Game Package: Mr. T / My Way

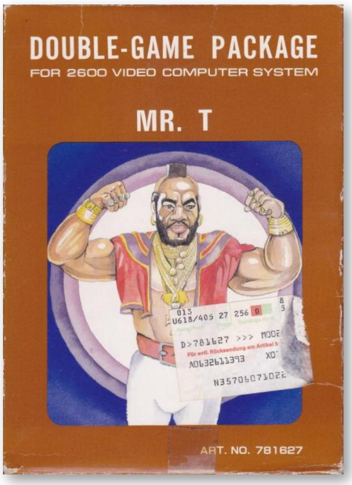




Developer	n/a
Publisher	Otto Versand
Release date	n/a
Genre	Compilation
Mode	1 Player

Mr.T is a clone of Fast Eddie, a platform game in which players must collect hearts.

In My Way, players maneuver their duck through the maze, while avoiding the rodents that move back and forth. The game was also released as Challenge by Zellers.



Home Vision

Home Vision was a Belgian brand used by the company VDI for the distribution of Atari 2600 video games created by the Taiwan-based company Gem International Corporation. Several games with the Home Vision brand were released later by other companies like ITT Family Games (from Germany) or RainbowVision (from Taiwan). VDI also manufactured its own video game system and a personal computer and released them with the Home Vision label.

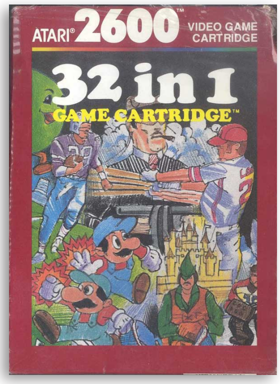
Multicart

In video game parlance, a multicart is a cartridge that contains more than one game. Typically, the separate games are available individually for purchase or were previously available individually. For this reason, collections, anthologies, and compilations are considered multicarts. Although most commonly associated with NES and SNES, multicarts, both authorized and unauthorized, have appeared for many cartridge-based systems, including the Atari 2600, Intellivision, Odyssey 2, Sega Master System, Sega Genesis and Game Boy.

Due to the relative ease of duplicating Atari 2600 cartridges, a large number of pirate multicarts were developed for the system. Most of these were released outside the US and EU (most commonly Brazil).

Hundreds of multicarts were released, and if you are interested, I would recommend checking out AtariMania. I only included the NTSC games by Atari and Xonox (and one PAL-only Atari game), as the pages could go into the hundreds featuring only different versions of multicarts.

32 in 1



Developer Atari
Publisher Atari
Release date 1988

This was a PAL pack-in game with some versions of the 2600 in the UK and elsewhere, and is not terribly hard to find in those countries. However, the Red label style are very difficult to find.

Rarity: 3

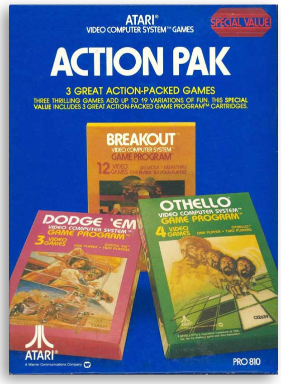
Double Ender

Original Xonox
Publisher Xonox
Release date 1983

This multicart feature Contains Artillery Duel and Ghost Manor.

Rarity: 5

Action Pak



Developer Atari
Publisher Atari
Release date 1981

This package contains Breakout, Othello, and Dodge 'Em, originally sold at a value price. There is a large blue outer box that contains the three games inside, each in their own generic white box.

Rarity: 6

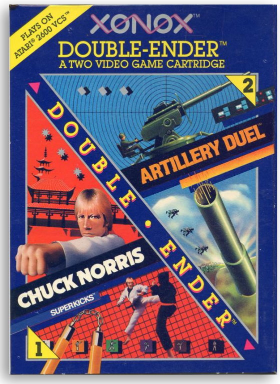
Double Ender

Original Xonox
Publisher Xonox
Release date 1983

This multicart feature Contains Artillery Duel and Spike's Peak.

Rarity: 6

Double Ender

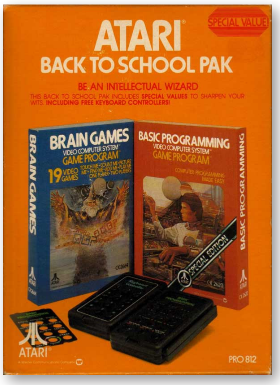


Original Xonox
Publisher Xonox
Release date 1983

This multicart feature Contains Artillery Duel and Chuck Norris Superkicks.

Rarity: 5

Back To School Pak



Original Atari
Publisher Atari
Release date 1978

This package contains Basic Programming, Brain Games, and a set of Keyboard Controllers, originally sold at a value price. There is a large yellow outer box that contains the two games and controllers inside.

Rarity: 6

Double Ender

Original Xonox
Publisher Xonox
Release date 1983

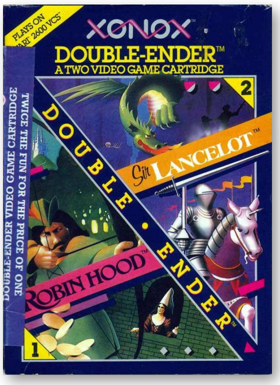
This multicart feature Chuck Norris Superkicks and Ghost Manor

Rarity: 7

Double Ender

Original Xonox
Publisher Xonox
Release date 1983

This multicart feature Robin Hood and Sir Lancelot.



Rarity: 8

Double Ender

Original Xonox
Publisher Xonox
Release date 1983

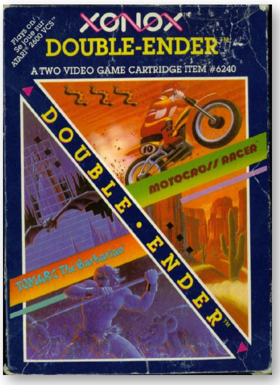
This multicart feature Chuck Norris Superkicks and Spike's Peak

Rarity: 6

Double Ender

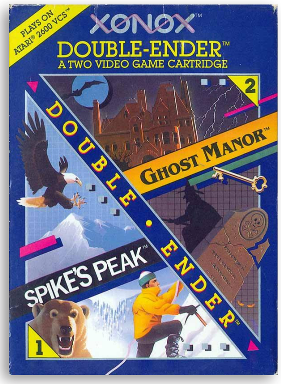
Original Xonox
Publisher Xonox
Release date n/a

This multicart feature Motocross Racer and Tomarc the Barbarian



Rarity: 9

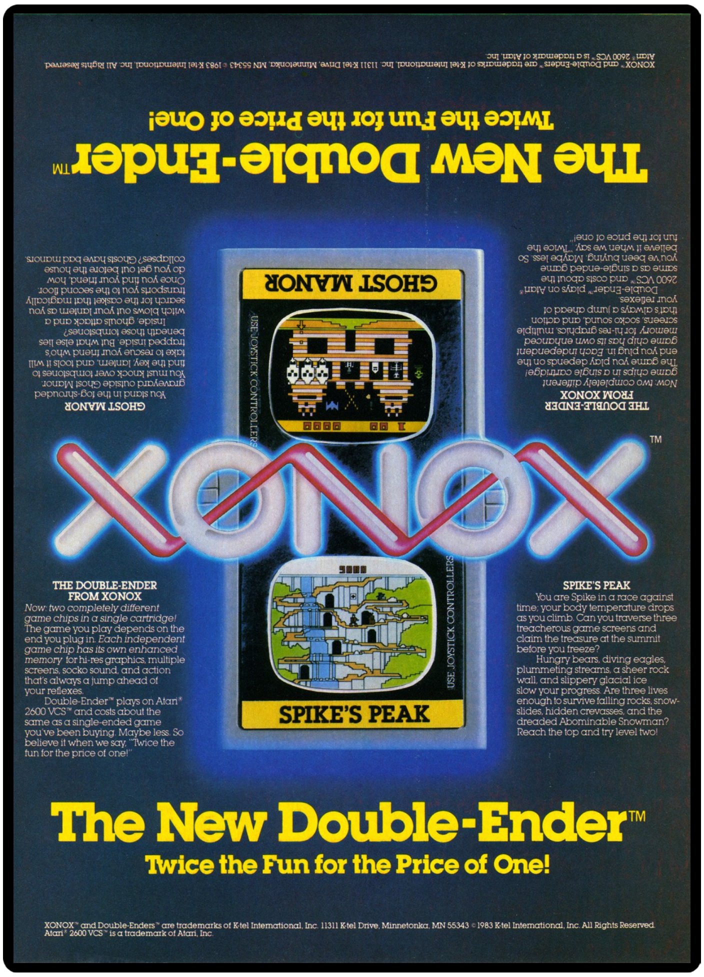
Double Ender



Original Xonox
Publisher Xonox
Release date 1983

This multicart feature Ghost Manor and Spike's Peak

Rarity: 4


GHOST MANOR
XONOX
SPIKE'S PEAK

THE DOUBLE-ENDER
FROM XONOX

Now: two completely different game chips in a single cartridge! The game you play depends on the end you plug in. *Each independent game chip has its own enhanced memory* for hi-res graphics, multiple screens, socko sound, and action that's always a jump ahead of your reflexes.

Double-Ender™ plays on Atari® 2600 VCS™ and costs about the same as a single-ended game you've been buying. Maybe less. So believe it when we say, "Twice the fun for the price of one!"

SPIKE'S PEAK

You are Spike in a race against time; your body temperature drops as you climb. Can you traverse three treacherous game screens and claim the treasure at the summit before you freeze?

Hungry bears, diving eagles, plummeting streams, a sheer rock wall, and slippery glacial ice slow your progress. Are three lives enough to survive falling rocks, snowslides, hidden crevasses, and the dreaded Abominable Snowman? Reach the top and try level two!

The New Double-Ender™

Twice the Fun for the Price of One!

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Atari® 2600 VCS™ is a trademark of Atari, Inc.

Racing Pak

Original Atari
Publisher Atari
Release date 1982

This package contains Indy 500, Slot Racer, and a Driving Controller, originally sold at a value price. There is a large green outer box that contains the two games and controller inside.

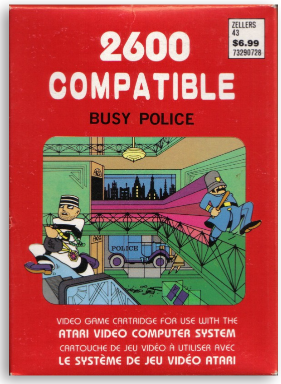
Rarity: 6

Unlicensed NTSC Releases

Unlicensed games generally refer to games that are not licensed for development by the original console manufacturer. This kind of practice started back 1977 when the only developers at the time were working for the original console manufacturer. When Activision began making their own games and cartridges for the Atari 2600 and due to the lack of any kind of lockout for the Atari 2600, it was easy for anyone to make games. Atari had trouble keeping up with all these third-party companies and due to the lack of quality control, the market became over-saturated with 3rd-party titles and it ultimately led to the video game crash.

These few pages, as with the multi-cart pages, consist of only a fraction of what is considered “unlicensed” Atari 2600 games. I also suspect that a few unlisenced games show up on the “official” games pages also. Since unlicensed games were a new thing when the system was active, things get a little muddled.

Busy Police

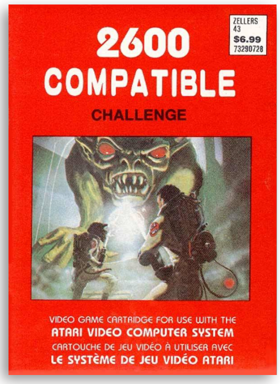

ZELLERS 43 $6.99 73290728
2600
COMPATIBLE
BUSY POLICE
POLICE
VIDEO GAME CARTRIDGE FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC
LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Original	Keystone Kapers
Publisher	Zellers
Release date	n/a
Genre	Platformer
Mode	1 Player

Busy Police was Zeller’s release of Activision`s Keystone Kapers.

Challenge

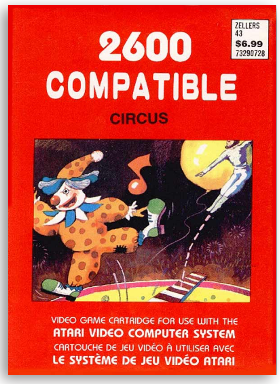

ZELLERS 43 $6.99 73290728
2600
COMPATIBLE
CHALLENGE
VIDEO GAME CARTRIDGE FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC
LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 4

Developer	Funvision
Publisher	Funvision, Zellers
Release date	1980
Genre	Action
Mode	1 Player

Challenge was a PAL original title that got converted to NTSC by Zellers. The game feature the Ghostbusters on the artwork, but the game has nothing to do with this.

Circus


ZELLERS 43 $6.99 73290728
2600
COMPATIBLE
CIRCUS
VIDEO GAME CARTRIDGE FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC
LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 4

Original	Circus Atari
Publisher	Zellers
Release date	n/a
Genre	Breakout
Mode	1-2 Players

This was Zeller’s release of Atari`s Circus Atari.

Dragon Treasure

Original	Dragonfire
Publisher	Zellers
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reprodu tion of Dragonfire.

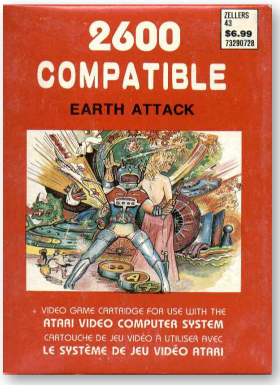
ZELLERS 43 $6.99 73290728
2600
COMPATIBLE
DRAGON TREASURE
VIDEO GAME CARTRIDGE FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC
LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Earth Attack

Original	Defender
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Defender.

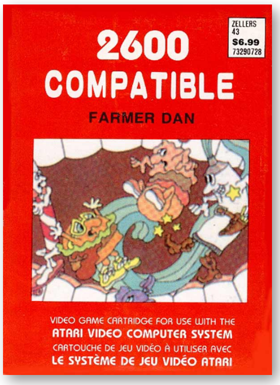

ZELLERS 43 $6.99 73290728
2600
COMPATIBLE
EARTH ATTACK
VIDEO GAME CARTRIDGE FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC
LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Farmer Dan

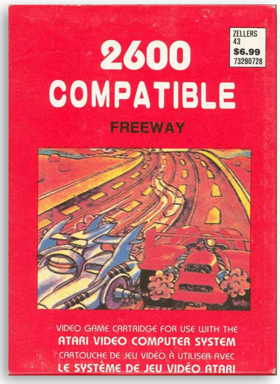
Original	Gopher
Publisher	Zellers
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reproduction of Gopher.


ZELLERS 43 $6.99 73290728
2600
COMPATIBLE
FARMER DAN
VIDEO GAME CARTRIDGE FOR USE WITH THE
ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC
LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Freeway

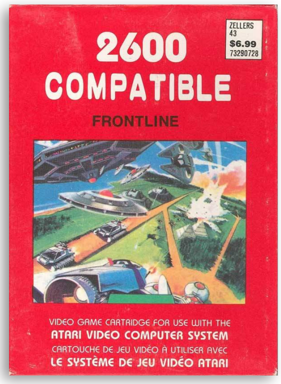

ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
FREEWAY
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Original	Freeway
Publisher	Zellers
Release date	n/a
Genre	Action
Mode	1-2 Players

This was Zeller's release of Activision`s Freeway.

Rarity: 5

Frontline

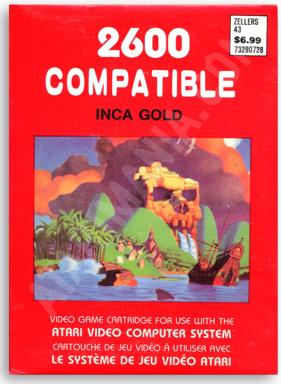

ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
FRONTLINE
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Original	Combat
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	2 Players

This is an unlicensed reproduction of Combat.

Rarity: 4

Inca Gold

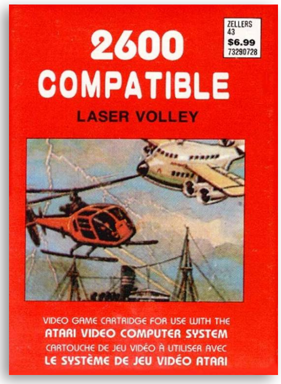

ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
INCA GOLD
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Original	Inca Gold
Publisher	Zellers, K-Tel
Release date	n/a
Genre	Platformer
Mode	1-2 Players

This was Zeller's NTSC release of Funvision's Inca Gold.

Rarity: 6
K-Tel Vision: 9

Laser Volley


ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
LASER VOLLEY
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Original	Innerspace
Publisher	Zellers
Release date	1983
Genre	Shooter
Mode	1 Player

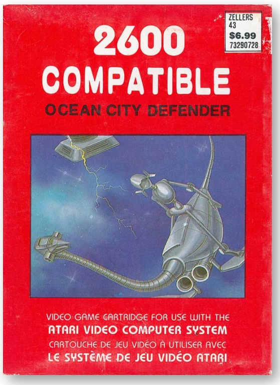
This is an unlicensed reproduction of Laser Gates.

Rarity: 4

Ocean City Defender

Original	Atlantis
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Atlantis.

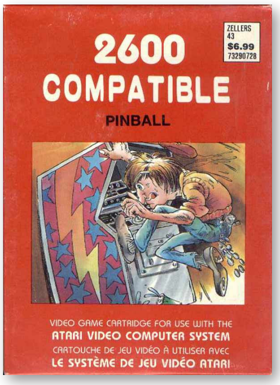

ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
OCEAN CITY DEFENDER
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 6

Pinball

Original	Video Pinball
Publisher	Zellers
Release date	n/a
Genre	Pinball
Mode	1-2 Players

This is an unlicensed reproduction of Video Pinball.

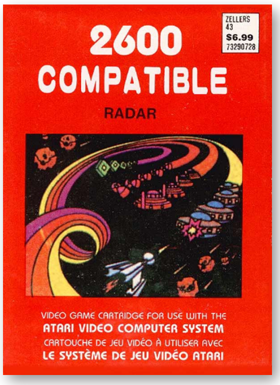

ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
PINBALL
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 6

Radar

Original	Exocet
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of Cruise Missile.

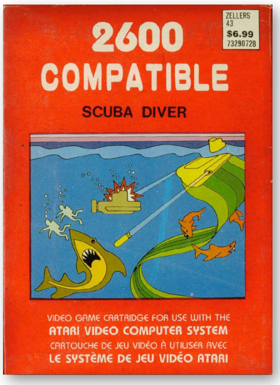

ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
RADAR
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Scuba Diver

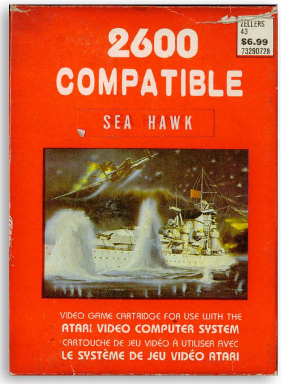
Original	Skindiver
Publisher	Zellers
Release date	n/a
Genre	Action
Mode	1 Player

Scuba Diver is a Canadian-released copy of Panda's Scuba Diver.


ZELLERS 43 $6.99 73290728
2600 COMPATIBLE
SCUBA DIVER
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Sea Hawk


2600
COMPATIBLE
SEA HAWK
ZELLERS
$6.99
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 6

Original	Seahawk
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	1 Player

This was Zeller's release of Sancho's Seahawk.

Space Adventure

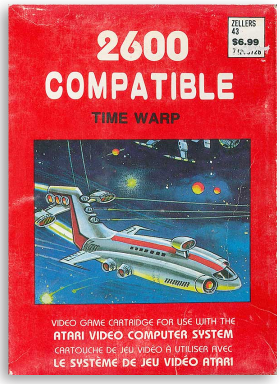
2600
COMPATIBLE
SPACE ADVENTURE
ZELLERS
$6.99
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 6

Original	Flash Gordon
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	1 Player

This is Zellers' release of 20th Century Fox's Flash Gordon.

Time Warp


2600
COMPATIBLE
TIME WARP
ZELLERS
$6.99
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Original	Time Warp
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of Time Warp.

Turmoil

2600
COMPATIBLE
TURMOIL
ZELLERS
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM
CARTOUCHE DE JEU VIDÉO À UTILISER AVEC LE SYSTÈME DE JEU VIDÉO ATARI

Rarity: 5

Original	Turmoil
Publisher	Zellers
Release date	n/a
Genre	Shooter
Mode	1 Player

This was Zeller's release of 20th Century Fox's Turmoil.

Founded	1931
Defunct	2013
Industry	Discount retail store
Headquarters	Ontario, Canada
Parent	Hudson's Bay Company

Zellers Inc. was a major Canadian chain discount department retailer based in Brampton, Ontario. It was founded in 1931, and was acquired by Hudson's Bay Company (HBC) in 1978.

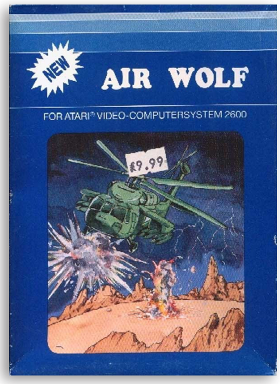
The company was founded in 1931 by Walter P. Zeller as "stores for thrifty Canadians". The chain began with the purchase of the fourteen Canadian locations of American retailer Schulte-United, all of which were in Southern Ontario. Almost immediately, Zellers initiated an aggressive expansion strategy. Within 25 years, Zellers operated 60 stores and employed 3,000 people. In 1952, in a move to expand into Atlantic Canada, it acquired the Federal Stores chain of variety stores, adding more than 12 new Zellers locations.

Counterfeit video games for the Atari 2600 were manufactured and sold by Zellers in the 1980s. All games were clones of titles created either by Atari itself or by third-party developers such as Activision. Zellers was eventually forced by Atari to stop selling these games. Zellers released 18 games for the Atari 2600 in the early 1980's.

A series of acquisitions and expansions allowed Zellers to reach its peak in the 1990s, with 350 stores across the country at one point. However, fierce competition by Walmart Canada and an inability to adjust to the increasing volatile retailing industry resulted in Zellers significantly losing ground in the 2000s and the subsequent acquisition of most of its stores by Target Canada in 2011. The history of Zellers, as a discount store, came to an end on March 31, 2013, when its remaining stores closed.

Although Zellers lives on today as a store liquidator for Hudson's Bay and Home Outfitters, the Zellers chain proper had also operated a few liquidation centres for its own merchandise. Those were typically former regular Zellers stores that had been converted as liquidation centres for a limited time before closing down for good. The Zellers Family restaurants continued to operate in these liquidation centres.

Air Wolf

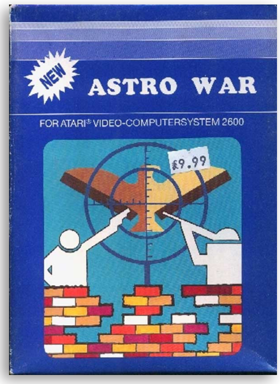

NEW
AIR WOLF
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
£9.99

Taiwan Cooper

Original	Barnstorming
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1 Player

This is an unlicensed reproduction of Activision`s Barnstorming.

Astro War

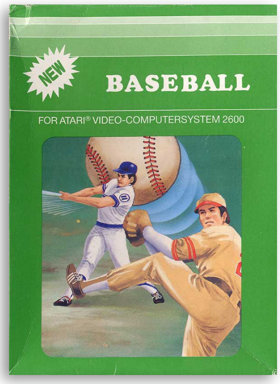

NEW
ASTRO WAR
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
£9.99

Taiwan Cooper

Original	Astrowar
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of Dimax`s Astrowar.

Baseball

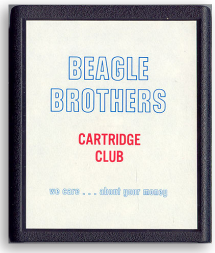

NEW
BASEBALL
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Home Run
Publisher	n/a
Release date	n/a
Genre	Sports
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Home Run.

Beat ‘Em & Eat ‘Em

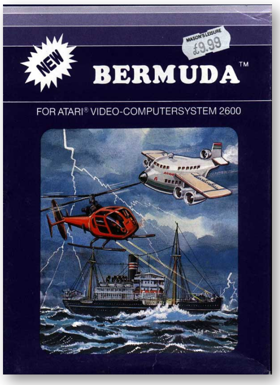

BEAGLE BROTHERS
CARTRIDGE CLUB
we care . . . about your money

Beagle Brothers

Original	Beat.E&Eat’Em
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1 Player

These cartridges carry the name “Beagle Brothers” on the label, although they were not produced by the similarly named Beagle Bros software developer.

Bermuda

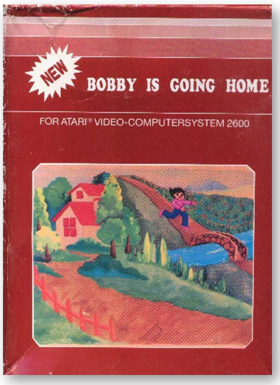

NEW
BERMUDA™
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
£9.99

Taiwan Cooper

Original	River Raid
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s River Raid.

Bobby is Going Home

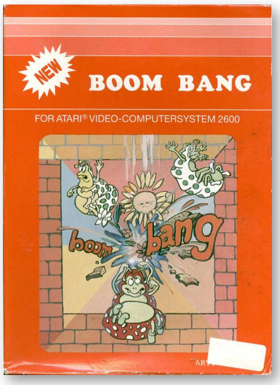

NEW
BOBBY IS GOING HOME
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Bobby Is G. Home
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1 Player

This is an unlicensed reproduction of Bit Corporation`s video game.

Boom Bang

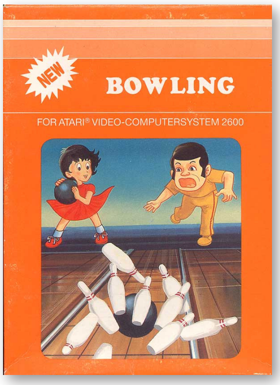

NEW
BOOM BANG
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
boom
bang

Taiwan Cooper

Original	Crackpots
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s Crackpots.

Bowling

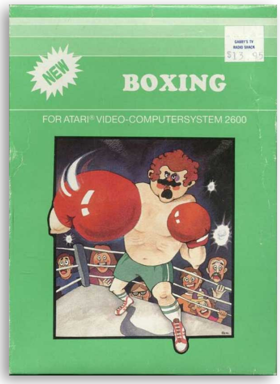

NEW
BOWLING
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Bowling
Publisher	n/a
Release date	n/a
Genre	Sports
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s video game.

Boxing

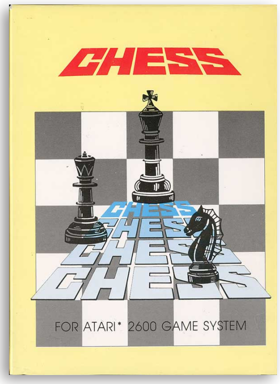

NEW
BOXING
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Bowling
Publisher	n/a
Release date	n/a
Genre	Sports
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s video game.

Chess

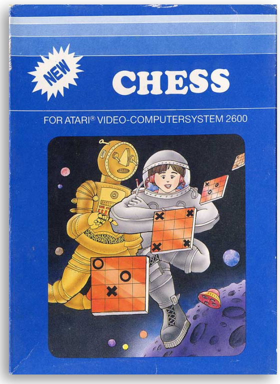

CHESS
CHESS
FOR ATARI® 2600 GAME SYSTEM

Green

Original	Video Chess
Publisher	n/a
Release date	n/a
Genre	Board game
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Video Chess.

Chess

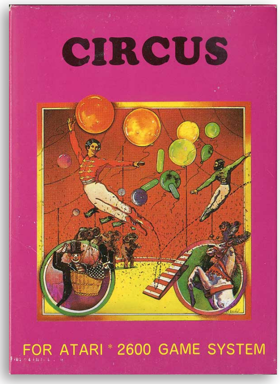

NEW
CHESS
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Video Chess
Publisher	n/a
Release date	n/a
Genre	Board game
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Video Chess.

Circus


CIRCUS
FOR ATARI® 2600 GAME SYSTEM

Green

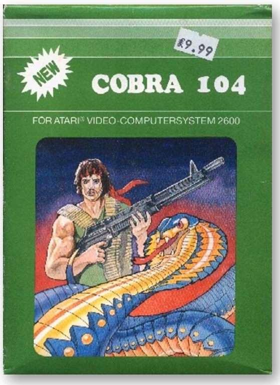
Original	Circus Atari
Publisher	n/a
Release date	n/a
Genre	Breakout
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Circus Atari.

Cobra 104

Original	Worm War I
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of 20th Century Fox`s Worm War I.

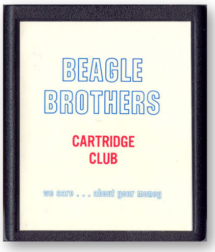

£9.99
NEW
COBRA 104
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Coconuts

Original	Coco Nuts
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reproduction of Telesys`s Coco Nuts.


BEAGLE BROTHERS
CARTRIDGE CLUB
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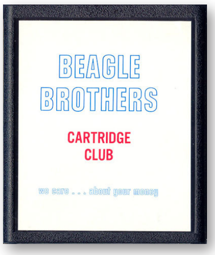
Beagle Brothers

Custer’s Revenge

Original	Custer’s Revenge
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reproduction of Mystique`s video game.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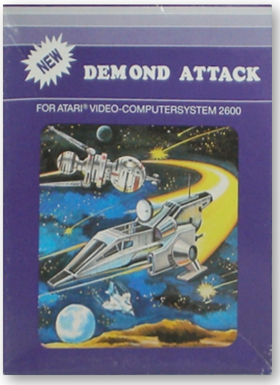
Beagle Brothers

Demond Attack

Original	Condor Attack
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of Ultravision`s Condor Attack.


NEW
DEMOND ATTACK
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Donkey Kong

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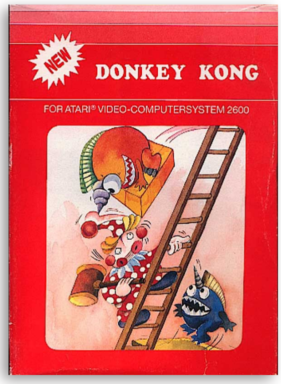
Original	Donkey Kong
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1 Player

This is an unlicensed reproduction of Coleco`s Donkey Kong.

Beagle Brothers

Donkey Kong

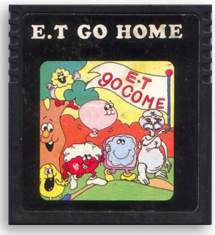

NEW
DONKEY KONG
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Donkey Kong
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1 Player

This is another unlicensed reproduction of Coleco`s Donkey Kong.

Taiwan Cooper

E.T Go Home

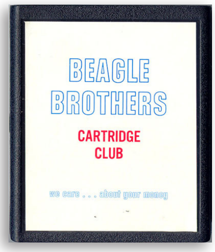

E.T GO HOME
E.T GO HOME

Original	Go Go Home
Publisher	n/a
Release date	n/a
Genre	Maze
Mode	1-2 Players

This is an unlicensed reproduction of Dimax`s Go Go Home.

Taiwan Cooper

Enduro


BEAGLE BROTHERS
CARTRIDGE CLUB
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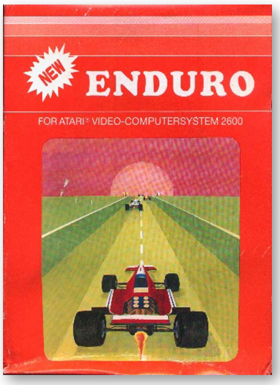
Original	Enduro
Publisher	n/a
Release date	n/a
Genre	Racing
Mode	1 Player

This is an unlicensed reproduction of Activision`s video game.

Beagle Brothers

Enduro


NEW
ENDURO
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Enduro
Publisher	n/a
Release date	n/a
Genre	Racing
Mode	1 Player

This is an unlicensed reproduction of Activision`s video game.

Taiwan Cooper

Fire Bird

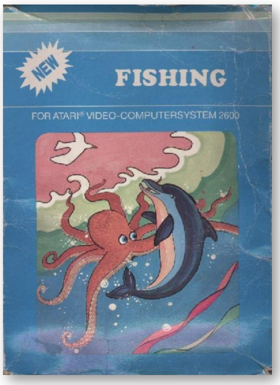
NEW
FIRE BIRD
FOR ATARI VIDEO-COMPUTERSYSTEM 2600

Original	MegaMania
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s MegaMania.

Taiwan Cooper

Fishing

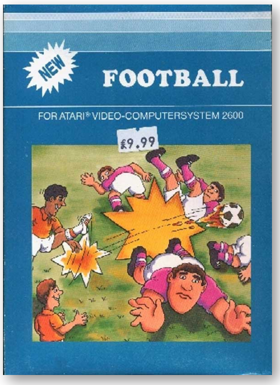

NEW
FISHING
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Fishing Derby
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s Fishing Derby.

Taiwan Cooper

Football

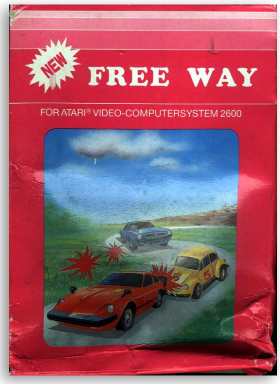

NEW
FOOTBALL
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
£9.99

Original	Football
Publisher	n/a
Release date	n/a
Genre	Racing
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s video game.

Taiwan Cooper

Free Way

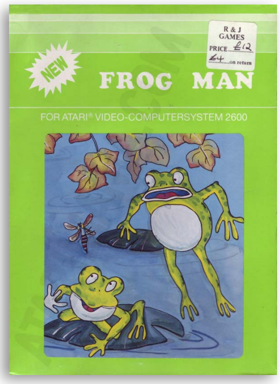

NEW
FREE WAY
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Racing Car
Publisher	n/a
Release date	n/a
Genre	Racing
Mode	1 Player

This is an unlicensed reproduction of Home Vision`s Racing Car.

Frog Man

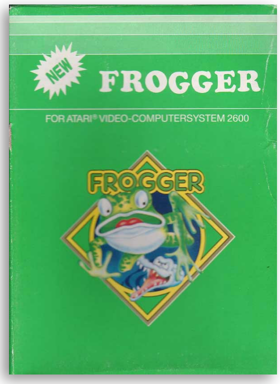

R & J GAMES
PRICE £12 £4
NEW
FROG MAN
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Frogs and Flies
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reproduction of M-Network`s Frogs and Flies.

Frogger

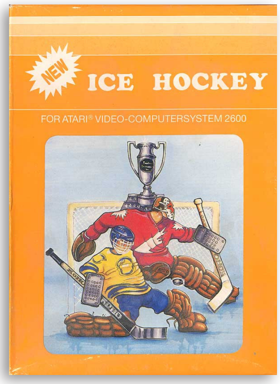

NEW
FROGGER
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
FROGGER

Taiwan Cooper

Original	Frogger
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reproduction of Parker Brothers`s Frogger.

Ice Hockey


NEW
ICE HOCKEY
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

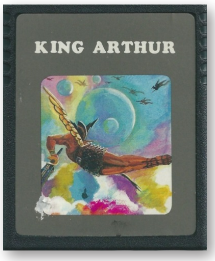
Original	Ice Hockey
Publisher	n/a
Release date	n/a
Genre	Sports
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s Ice Hockey.

King Arthur

Original	Dragonfire
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1-2 Players

This is an unlicensed reproduction of Imagic`s Dragonfire.

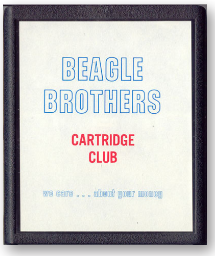

KING ARTHUR

Taiwan Cooper

Missile Command

Original	MissileCommand
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s video game.


BEAGLE BROTHERS
CARTRIDGE CLUB
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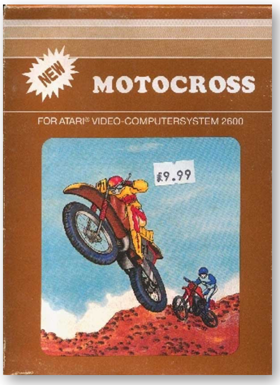
Beagle Brothers

Motocross

Original	Around World
Publisher	n/a
Release date	n/a
Genre	Racing
Mode	1 Player

This is (probably) an unlicensed reproduction of Home Vision`s Around the World.

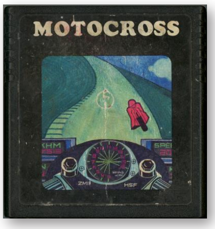

NEW
MOTOCROSS
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
£9.99

Taiwan Cooper

Motocross

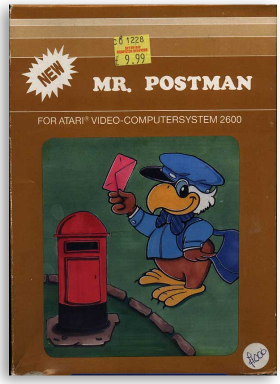
Original	Around World
Publisher	n/a
Release date	n/a
Genre	Racing
Mode	1 Player

This is (probably) an unlicensed reproduction of Home Vision`s Around the World.



Taiwan Cooper

Mr. Postman

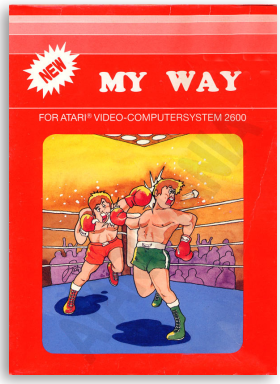

NEW
MR. POSTMAN
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Mr. Postman
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1 Player

This is an unlicensed reproduction of Bit Corporation`s video game.

My Way

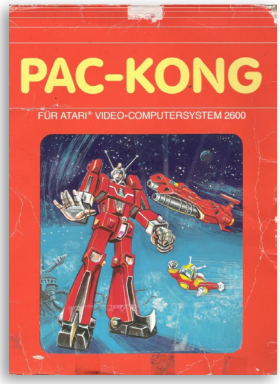

NEW
MY WAY
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Challenge
Publisher	n/a
Release date	n/a
Genre	Sports
Mode	1 Player

This is an unlicensed reproduction of Funvision`s Challenge.

Pac-Kong

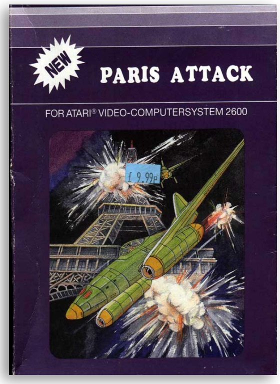

PAC-KONG
FÜR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Original	Inca Gold
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1-2 Players

This is an unlicensed reproduction of Funvision`s Inca Gold.

Paris Attack


NEW
PARIS ATTACK
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

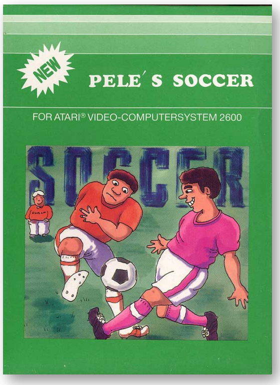
Original	M.A.D.
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of U.S. Games`s M.A.D..

Pele’s Soccer

Original	Champ. Soccer
Publisher	n/a
Release date	n/a
Genre	Sports
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Championship Soccer.

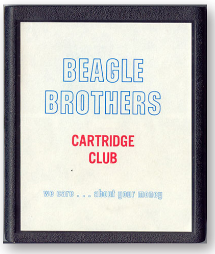

NEW
PELE´S SOCCER
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
SOCCER

Taiwan Cooper

Pitfall

Original	Pitfall!
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1 Player

This is an unlicensed reproduction of Activision`s Pitfall! - Pitfall Harry’s Jungle Adventure

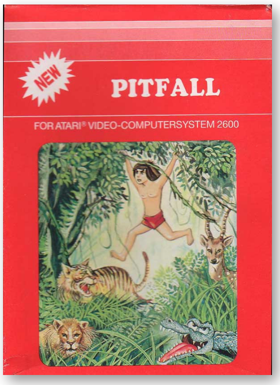

BEAGLE
BROTHERS
CARTRIDGE
CLUB

Beagle Brothers

Pitfall

Original	Pitfall!
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1 Player

This is an unlicensed reproduction of Activision`s Pitfall! - Pitfall Harry’s Jungle Adventure

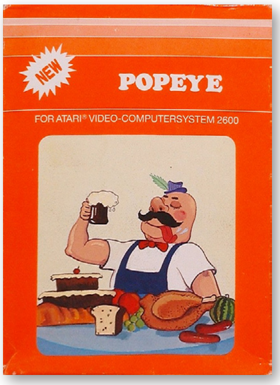

NEW
PITFALL
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Popeye

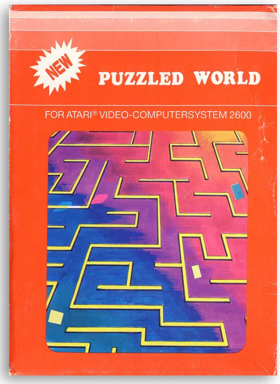
Original	Popeye
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1 Player

This is an unlicensed reproduction of Parker Brothers video game.


NEW
POPEYE
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Puzzled World

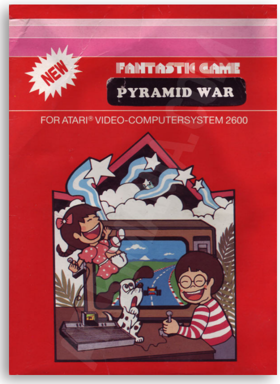

NEW
PUZZLED WORLD
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Maze Craze
Publisher	n/a
Release date	n/a
Genre	Maze
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Maze Craze - A Game of Cops 'n Robbers.

Taiwan Cooper

Pyramid War

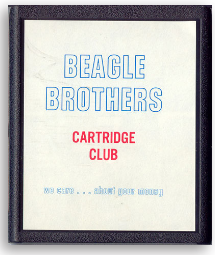

NEW
FANTASTIC GAME
PYRAMID WAR
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Chopper Command
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s Chopper Command.

Taiwan Cooper

River Raid

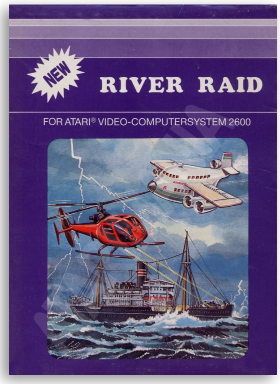

BEAGLE BROTHERS
CARTRIDGE CLUB

Original	River Raid
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s video game.

Beagle Brothers

River Raid

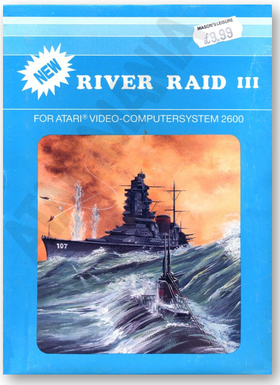

NEW
RIVER RAID
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	River Raid
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s video game.

Taiwan Cooper

River Raid III

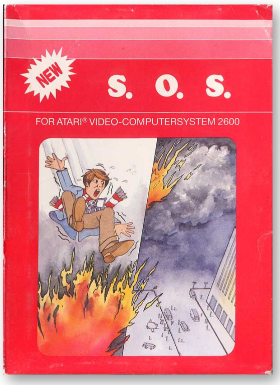

£3.99
NEW
RIVER RAID III
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Sub-Scan
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of Sega`s Sub-Scan.

Taiwan Cooper

S.O.S.

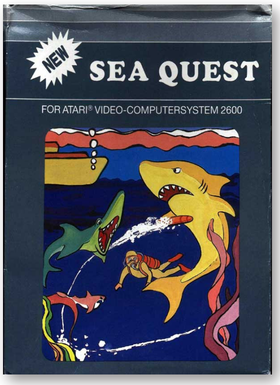

NEW
S. O. S.
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Fire Fighter
Publisher	n/a
Release date	n/a
Genre	Action
Mode	1 Player

This is an unlicensed reproduction of Imagic`s Fire Fighter.

Taiwan Cooper

Sea Quest

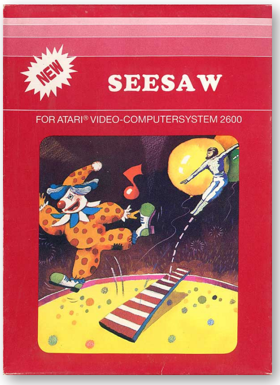

NEW
SEA QUEST
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Seaquest
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Activision`s Seaquest.

Taiwan Cooper

See Saw


NEW
SEESAW
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	Circus Atari
Publisher	n/a
Release date	n/a
Genre	Breakout
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Circus Atari.

Taiwan Cooper

Space Robot

NEW
SPACE ROBOT
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
£9.99

Original	Missile Com.
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s Missile Command.

Taiwan Cooper

Space Tunnel

SPACE TUNNEL

Original	Space Tunnel
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of Bit Corporation`s video game.

Taiwan Cooper

Spider

NEW
SPIDER
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Original	SpaceMaster X-7
Publisher	n/a
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of 20th Century Fox`s SpaceMaster X-7.

Taiwan Cooper

Super Man

NEW
SUPER MAN
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600
£9.99

Original	Superman
Publisher	n/a
Release date	n/a
Genre	Adventure
Mode	1 Player

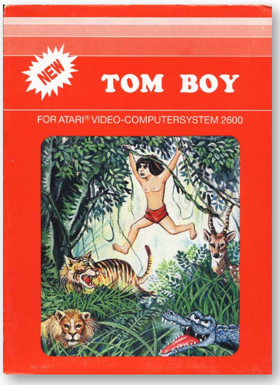
This is an unlicensed reproduction of Atari`s Superman.

Taiwan Cooper

Tom Boy

Original	Pitfall!
Publisher	n/a
Release date	n/a
Genre	Platformer
Mode	1 Player

This is an unlicensed reproduction of Activision`s Pitfall! - Pitfall Harry's Jungle Adventure


NEW
TOM BOY
FOR ATARI® VIDEO-COMPUTERSYSTEM 2600

Taiwan Cooper

Video Pinball

Original	Video Pinball
Publisher	Fotomania
Release date	n/a
Genre	Pinball
Mode	1-2 Players

This is an unlicensed reproduction of Atari`s video game.

N / P

Fotomania

The Year 1999

Original	Condor Attack
Publisher	Suntek
Release date	n/a
Genre	Shooter
Mode	1 Player

This is an unlicensed reproduction of Suntek`s Condor Attack.

SUNTEK
8
THE YEAR 1999
For Use with ATARI ULTRAVISION VCS & SEARS TELEGAMES

Suntek

Zaxxon

Original	Zaxxon
Publisher	Dynacom
Release date	n/a
Genre	Shooter
Mode	1 -2 Players

This is an unlicensed reproduction of Coleco`s Zaxxon.

ZAXXON
DYNACOM

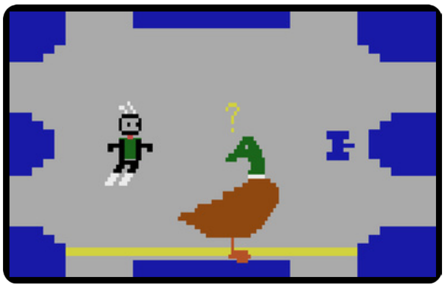
Dynacom

Homebew

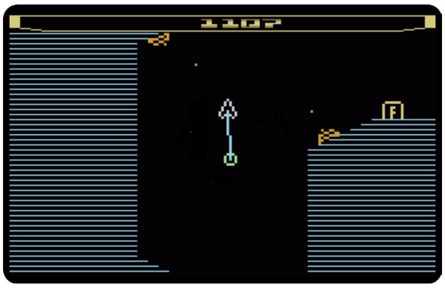
An Atari 2600 homebrew is a video game designed for the Atari 2600 by an independent developer following the discontinuation of the console in 1992.

The Atari 2600 game console was introduced to the market by Atari, Inc. in 1977 as the Atari VCS, or Video Computer System. Since the console's release, hundreds of different game titles, by dozens of game manufacturers, have been released for the console, with the most popular titles, such as Pac-Man, Pitfall! and Missile Command, selling millions of copies each. Atari 2600 consoles continued to be manufactured throughout the 1980s, but by 1992 production had ceased. The last new Atari 2600 game title to be commercially released that year was Acid Drop – a puzzle game sold by Salu Ltd.

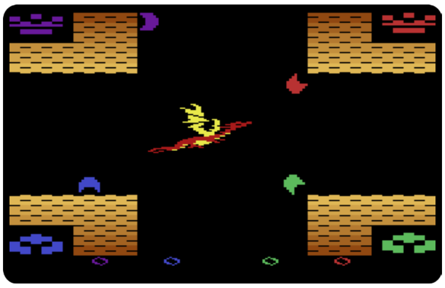
The next year, hobbyist Harry Dodgson released the first homebrew cartridge, titled 7800/2600 Monitor Cartridge. The cartridge was not a game, but rather a diagnostic tool that Dodgson hoped to persuade Atari Corp to market to customers interested in programming their own Atari 7800 games. As Atari no longer manufactured the keyboard controller required by the cartridge, they declined, so Dodgson decided to manufacture and market the cartridge on his own.


Screenshot from the 2010 Atari 2600 homebrew Duck Attack!

Dodgson purchased a batch of Atari 7800 Hat Trick games at Big Lots for a dollar or less each, and cannibalized the parts to create the new monitor cartridge. He then advertised the cartridge on Usenet and in a catalog for video game store Video 61, ultimately selling around 25 cartridges. With the relatively small number of hand-made cartridges, the title is considered a rarity among homebrews. The rights to the cartridge were later purchased by Video 61.


Screenshot from Thrust by Thomas Jentzsch (2000)

In 1995 – three years after Atari's withdrawal of the 2600 from the marketplace – independent developer Ed Federmeyer released another Atari 2600 homebrew project, titled SoundX, a cartridge that demonstrated the sound capabilities of the Atari 2600. Federmeyer used the term "homebrew" to describe this type of hobbyist-driven development, inspired by the California Homebrew Computer Club of early computer enthusiasts that included Apple founders Steve Jobs and Steve Wozniak. Originally designing the cartridge for his own use, Federmeyer decided to gauge interest among fellow retro game enthusiasts; like Dodgson, Federmeyer advertised his creation on Usenet, ultimately receiving over 50 responses. Following SoundX, Federmeyer created an unlicensed port of the game Tetris, titled Edtris 2600.


Screenshot of the Atari 2600 homebrew Medieval Mayhem by Darrell Spice Jr.

Since then, over 100 homebrew games for the Atari 2600 have been released, many by AtariAge, a website that features "information on game cartridges, consoles, Atari artwork and all other topics Atari". Many 2600 homebrews feature original concepts. SCSIcide, released by Joe Grand in 2001, is a paddle-based game (the first among homebrews) in which the player acts as a hard drive read head picking up color-coded data bits as they fly past. Oystron, released by Piero Cavina in 1997, is an action game in which "space oysters" are opened and pearls collected to earn ammunition. Duck Attack! allows the player to battle giant, fire-breathing ducks in a quest to save the world from a mad scientist.

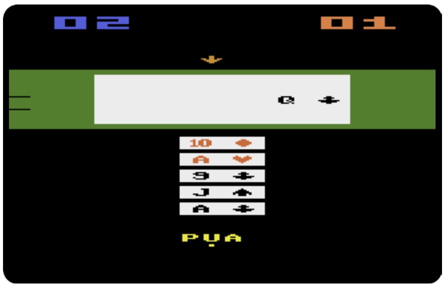
Many 2600 homebrews are unofficial ports of arcade and PC games that were popular during the 1980s but not ported to the 2600 at the time. Lady Bug, released by John W. Champeau in 2006, is a port of Universal Games' 1981 arcade game of the same name. Juno First, released by Chris Walton in 2009, is a port of a 1983 Konami arcade game; and Thrust, released by Thomas Jentzsch in 2000, is a port of a 1986 computer game originally designed for the BBC Micro and later ported to the Atari 8-bit family and the Commodore 64.

A popular activity among Atari 2600 enthusiasts is hacking existing ROM images. Modifications typically include new graphics and game colors, but may also include more complex changes such as gameplay modifications and the ability to use a different controller (e.g. joystick or paddle) than the controller for which the game was originally designed. A popular hack target is the 2600 version of Pac-Man, in which ROM hackers re-work the graphic elements to more closely resemble the arcade version.

Several homebrew games have taken the basic concepts of earlier games, and expanded them with improved graphics or additional gameplay options. Examples include Warring Worms by Billy Eno (2002), which took the basic premise of Surround and added new gameplay modes, such as the ability to fire shots at the opponent; and Medieval Mayhem by Darrell Spice Jr., a re-imagining of the game Warlords with enhanced graphics and additional gameplay options.

Another type of 2600 homebrew is the “demake”, a port from a more powerful system. Recent demakes include Halo 2600, a 4 KB game inspired by the Halo series of games. Halo 2600 was written by former Microsoft vice president Ed Fries, who was involved in Microsoft’s acquisition of Halo creators Bungie Studios. Other 2600 demakes include a Portal-inspired game titled Super 3D Portals 6 and a demo based on the Mega Man franchise.

The Atari 2600 is generally considered to be a very demanding programming environment, with a mere 128 bytes of RAM available without additional hardware, and no video frame buffer at all. The programmer must prepare each line of video output one at a time as it is being sent to the television. The only sprite capabilities the 2600 offers are one-dimensional 1-bit and 8-bit patterns; creating a two-dimensional object requires changing the pattern between each line of video.



Screenshot of Euchre (aka Video Euchre) by Erik Eid, one of the Atari 2600 homebrews featured in the 2003 Activision Anthology

Creating a homebrew Atari 2600 game involves many steps: learning the system specifications, designing, writing, and testing the game, and creating the physical cartridge. Atari 2600 emulators such as Stella and z26 are often used by homebrewers to test their games as they are being developed. Unlike later consoles, the Atari 2600 does not require a modchip to run homebrew cartridges; it will run any properly written program without checking for a digital signature or performing any other type of authentication. It was this aspect of the hardware design that enabled third-party companies such as Activision and Imagic to develop Atari 2600 games without Atari's consent in the 1980s. This led Atari to incorporate authentication features in its later console, the Atari 7800, to prevent other companies from creating and selling their own 7800 titles without Atari's permission.

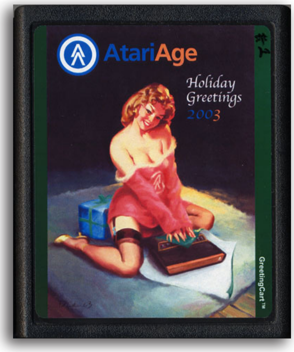
As the 2600 uses the 6507, a variant of the MOS Technology 6502 chip, as its CPU, most homebrews released are written in 6502 assembly language. However, in 2007, developer Fred X. Quimby released a compiler, “batari Basic,” which allows developers to create 2600 games in BASIC, a high-level programming language. Game designer and Georgia Institute of Technology associate professor Ian Bogost has used batari Basic in his classes to teach students video game concepts and history. An integrated development environment (IDE), Visual batari Basic, is also available. Written by Jeff Wierer and released in 2008, it runs on Microsoft Windows and requires .NET Framework 3.0.

Notable homebrews

In 2003, Activision selected several homebrew 2600 titles for inclusion in the Game Boy Advance version of their Activision Anthology: Climber 5 by Dennis Debro, Okie Dokie by Bob Colbert, Skeleton+ by Eric Ball, Space Treat Deluxe by Fabrizio Zavagli, Vault Assault by Brian Prescott, Video Euchre by Erik Eid, and Oystron.

Medieval Mayhem by Darrell Spice Jr. has been featured in several retro-gaming tournaments. Other 2600 homebrews that have received attention outside the homebrew community include Halo 2600, Duck Attack!, and A-VCS-tec Challenge by Simon Quernhorst, an unofficial port of the Atari 8-bit game Aztec Challenge.

2003 AtariAge Holiday Cart


AtariAge
Holiday Greetings 2003
GreetingCart™

Developer AtariAge
Publisher AtariAge
Release date 2003
Genre non-game
Mode 1 Player

The Holiday GreetingCart is an Atari 2600 cartridge with a unique, holiday-themed label created by artist Dave Exton. When plugged into an Atari 2600, the cartridge displays a rendition of the same image, courtesy of Interleaved ChronoColourtechnology. These carts were individually numbered and there were only two ways of getting one: By placing an order of $50 or more in the AtariAge Store, or by winning the 2003 AtariAge Holiday GreetingCart Contest.

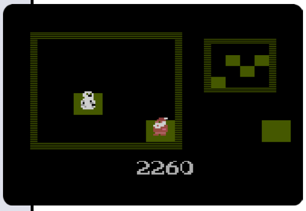
2004 AtariAge Holiday Cart: Holiday Qb

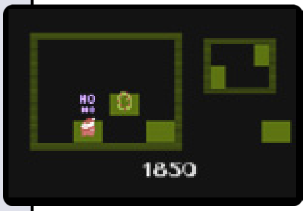
Holiday Qb
1
AtariAge Holiday Greetings 2004

Developer AtariAge
Publisher AtariAge
Release date 2004
Genre non-game
Mode 1 Player

Following in the footsteps of 2003 Holiday GreetingCart, for 2004 we released the 2004 Holiday Qb Cart, a collaboration between AtariAge, Andrew Davie, and Dave Exton. Qb is an original game written by Andrew Davie for the Atari 8-bit computers (back in 1984) and later ported to the Atari 2600 where it was released in 2001.

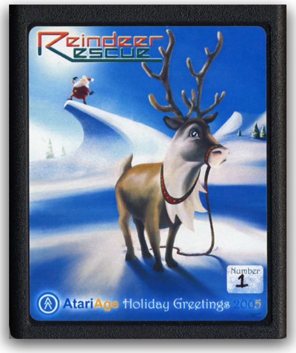
"atarigage.com"





Limited: n/a

2005 AtariAge Holiday Cart: Reindeer Rescue


Reindeer Rescue
Number 1
AtariAge Holiday Greetings 2005

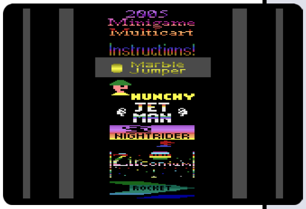
Developer AtariAge
Publisher AtariAge
Release date 2003
Genre non-game
Mode 1 Player

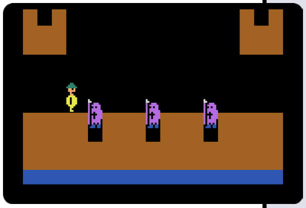
The 2005 Holiday Reindeer Rescue Cart, was a collaboration between AtariAge, Bob Montgomery, Nathan Strum, and Dave Exton. Reindeer Rescue is an original homebrew game written by Bob Montgomery, author of the homebrew game Go Fish. In Reindeer Rescue players must help Santa rescue his lost reindeer.

"atarigage.com"

Limited: n/a

2005 Minigame Multicart


2005
Minigame
Multicart
Instructions!
Marble Jumper
Munchy
Jet Man
Nightrider
Circonium
Rocket



Developer	Matley, Montgomery, Quimby, Walton
Publisher	AtariAge
Release date	2005
Genre	Compilation
Mode	1 Player

Atari 2600 fans Chris Walton (cd-w), Fred Quimby (batari), Bob Montgomery (vdub_bobby), and Zach Matley (Zach) submitted several 1K entries for the 2005 Minigame Competition. They teamed up to release their seven 1K games in a single 2005 Minigame Multicart, complete with an on-screen menu that allows easy selection of the games as well as instructions.

2005
MiniGame
MultiCart
AtariAge

2006 AtariAge Holiday Cart: Toyshop Trouble

Toyshop
Trouble

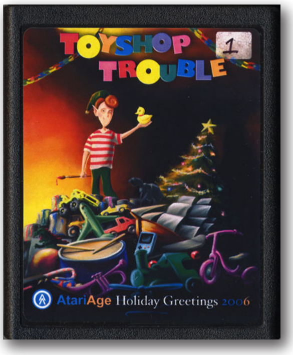
000267
Time 31
Toys 07
TOYS
December 3rd

Limited: n/a

Developer	Payson, Matley, Montgomery, Jentzsch, Strum
Publisher	AtariAge
Release date	2006
Genre	Compilation
Mode	1 Player

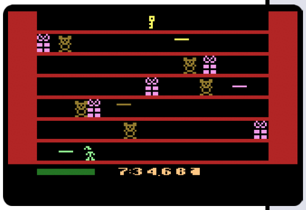
For the fourth year in a row, AtariAge created an annual holiday cartridge as part of our annual holiday sale. The cartridge for 2006, Toyshop Trouble, was a collaboration between several homebrew authors and artists, including John Payson, Zach Matley, Bob Montgomery, Nathan Strum, Dave Exton, Fred Quimby, Thomas Jentzsch, and others.

"atarigage.com"


Toyshop
Trouble
1
AtariAge Holiday Greetings 2006

2007 AtariAge Holiday Cart: Stella's Stocking

Stay Frosty



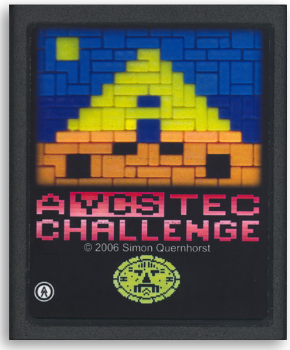
Limited: n/a

Developer	AtariAge
Publisher	AtariAge
Release date	2007
Genre	Compilation
Mode	1-2 Players

The 2007 cartridge, Stella's Stocking, was a collaboration between several homebrew authors and artists, including John Payson, Darrell Spice Jr., Fred Quimby, David Weavil, Robert Mundschau, Chris Read, Nathan Strum, David Vazquez, Dave Exton, and others. Stella's Stocking features in-game artwork by Nathan Strum and David Vazquez, and included a illustrated label and eight-page manual by Dave Exton.

Stella's Stocking
238
AtariAge Holiday Greetings 2007

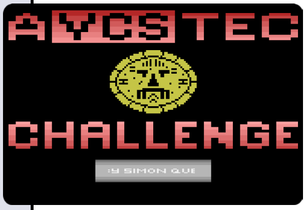
A-VCS-tec Challenge

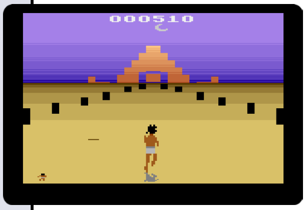

AVCSTEC
CHALLENGE
© 2006 Simon Quernhorst

Developer	Quernhorst, (music) Slocum
Publisher	AtariAge
Release date	2006
Genre	Action
Mode	1 Player

A-VCS-tec Challenge is a video game developed for the Atari 2600 video game console. The game was inspired by the 1980s Commodore 64 game Aztec Challenge. A-VCS-tec Challenge was written by Atari 2600 homebrew developer Simon Quernhorst, with music by Paul Slocum.

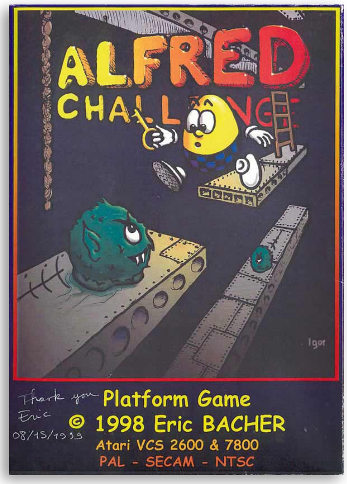
The game was first released as a limited run of 55 boxed, numbered and signed copies. Following the run of the limited edition, the game was sold unboxed.


AVCSTEC
CHALLENGE



Limited: 55
Regular: Yes

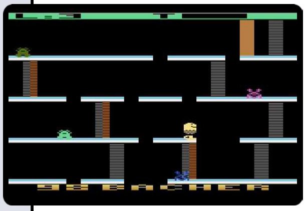
Alfred Challenge

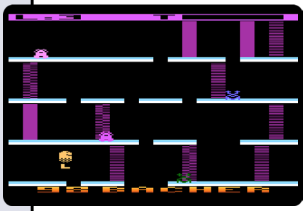

ALFRED
CHALLENGE
Igor
Thank you Eric 08/15/1999
Platform Game
© 1998 Eric BACHER
Atari VCS 2600 & 7800
PAL - SECAM - NTSC

Developer	Eric Bacher
Publisher	Ebivision
Release date	1998
Genre	Action
Mode	1 Player

Alfred Challenge was sold in a limited edition of 100 copies that included a box and full color manual. It quickly sold out, but players may still purchase the standard edition from Best Electronics (no box included). Ebivision also held a contest involving this game, in which the first person to discover the secret room would win a mystery game from Ebivision.

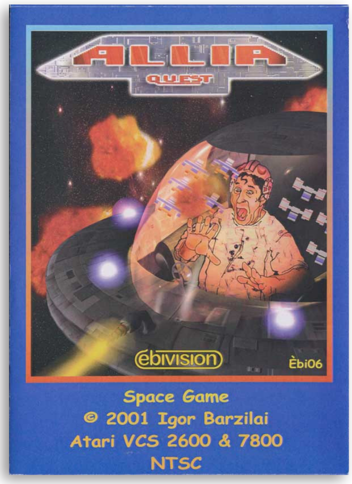
"atariage.com"





Limited: 100
Regular: Yes

Allia Quest

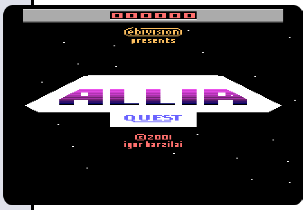

ALLIA
QUEST
ebivision
Ebi06
Space Game
© 2001 Igor Barzilai
Atari VCS 2600 & 7800
NTSC

Developer	Igor Barzilai
Publisher	Ebivision
Release date	2001
Genre	Shooter
Mode	1 Player

Allia Quest, programmed by Igor Barzilai, is a classic shooter style game in the same vein as Megamania. It's a fast-paced game that seems easy at first but quickly gets more difficult, challenging even the most seasoned 2600 veterans.

The game was released in limited quantities at Classic Gaming Expo 2001 and included a box, manual, and limited edition label.

"atariage.com"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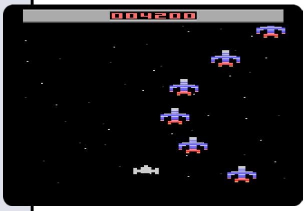
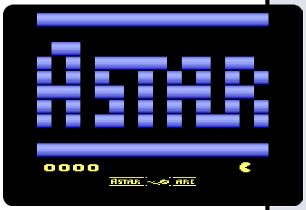
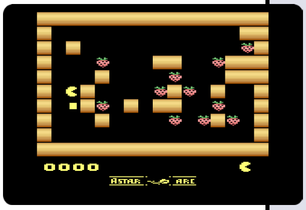
ebivision
presents
ALLIA
QUEST
©2001
igor barzilai



Limited: 100
Regular: Yes

AStar

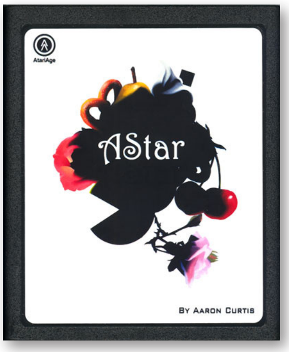

0000
ASTAR
ARC



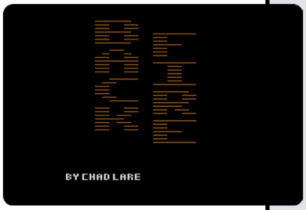
Developer	Aaron Curtis
Publisher	AtariAge
Release date	2006
Genre	Puzzle
Mode	1 Player

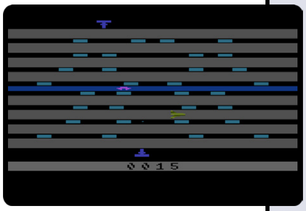
AStar is a puzzle game for the Atari 2600 by Aaron Curtis, whose first homebrew endeavor was the highly popular Fall Down. AStar is inspired by an old calculator game called DStar. The basic idea is to collect all the items, but it's not as easy as it may seem at first. Players can only move in a straight line until they hit something. They can then change their direction and again move forward until they hit a wall.

"atariage.com"


AtariAge
AStar
By Aaron Curtis

Backfire

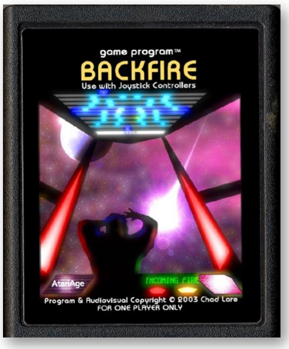

BY CHAD LARE



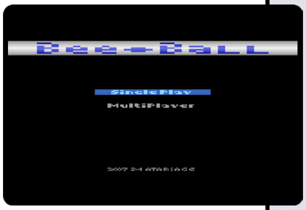
Developer	Chad Lare
Publisher	AtariAge
Release date	2003
Genre	Shooter
Mode	1 Player

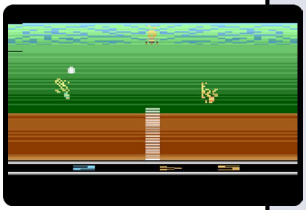
Backfire is a homebrew by Chad Lare. In Backfire players have two guns, one on the top of the screen and one on the bottom. To control the gun on the top of the screen, press up, to switch to the other gun, press down. Once players are controlling a gun, they can move horizontally and shoot. If they have a clear shot all the way across the screen, they can accidentally blow up their own gun.

"atariage.com"


game program™
BACKFIRE
Use with Joystick Controllers
AtariAge
Program & Audiovisual Copyright © 2003 Chad Lare
FOR ONE PLAYER ONLY

Bee-Ball


Bee-Ball
SinglePlay
MultiPlayer

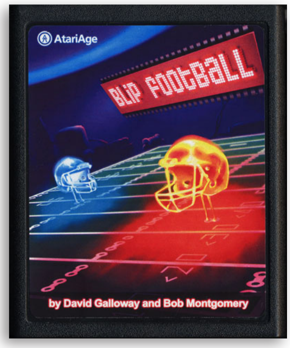


Developer	Ivan Machado
Publisher	AtariAge
Release date	2007
Genre	Sports
Mode	1-2 Players

In the competitive sport of Bee-Ball, players must score 10 points against their opponent to win a match. They can swing at the ball to send it flying over to the net or block when the opponent is trying to get the ball past them. If the ball is about to fly over their head, they can head butt the ball in an attempt to prevent a point from being scored against them. Points are scored if the ball touches the floor or the ball flies out of bounds, but in order to score they must first successfully serve.

Bee-Ball
Use joystick controllers
1 or 2 Players
Copyright © 2007
Ivan Machado
AtariAge

BLiP Football

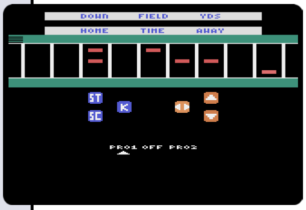

AtariAge
BLiP FOOTBALL
by David Galloway and Bob Montgomery

Developer	Galloway, Montgomery x2, Hirschberg
Publisher	AtariAge
Release date	2006
Genre	Sports
Mode	2 Players

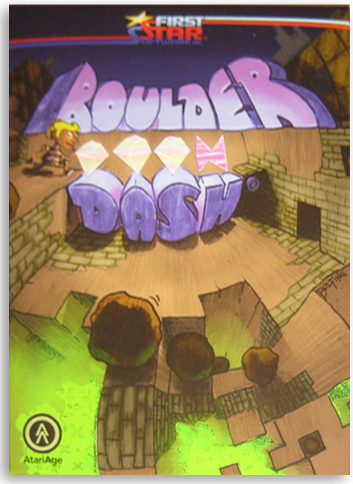
In BLiP Football players control a running back and must get by the defenders trying to stop his progress. Players can see nine yards of the playing field at any time--when they go beyond one edge of the field, the player wraps around to the opposite edge, showing another nine yard segment of the field. The game is comprised of four 15-second quarters. On the fourth down they can optionally kick the ball instead of running it.

"atariage.com"

BLiP
FOOTBALL
PRESS FIRE


DOWN FIELD YDS
HOME TIME AWAY

Boulder Dash

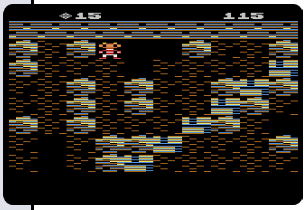

FIRST STAR
BOULDER DASH
AtariAge

Developer	Thomas Jentzsch, Andrew Davie
Publisher	AtariAge
Release date	2011
Genre	Action
Mode	1 Player

Boulder Dash is a 2600 port of the classic Atari 8-bit game originally published by First Star Software in 1984. In Boulder Dash players take on the role of Rockford, who must collect a set number of diamonds in each level before progressing to the next. To do so, Rockford must dig through caves while avoiding falling boulders, contact with creatures that inhabit the caves, and other dangers.

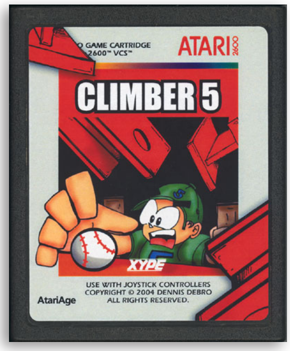
"atariage.com"

BOULDER
DASH
FIRST STAR SOFTWARE



Limited: 250

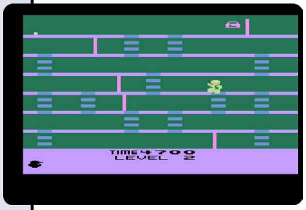
Climber 5


GAME CARTRIDGE
2600 VCS
ATARI
CLIMBER 5
XYPE
USE WITH JOYSTICK CONTROLLERS
COPYRIGHT © 2004 DENNIS DEBRO
ALL RIGHTS RESERVED.
AtariAge

Developer	XYPE
Publisher	AtariAge
Release date	2004
Genre	Action
Mode	1 Player

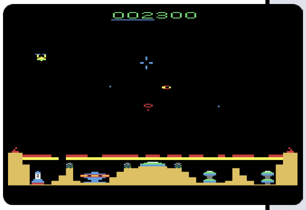
Climber 5 is a port by Dennis Debro of an Atari 8-bit computer game that originally appeared in COMPUTE! magazine back in 1987. In Climber players take the role of a baseball player. The baseball has been hit to the upper rafters of a building under construction. The job is to climb the ladders and retrieve the ball. Of course, there are obstacles along the way that players need to avoid or they lose a life and must start over at the bottom right corner.

AtariAge
presents
CLIMBER
5
ORIGINAL
NORMAL
ADVANCED
©2004 D.Debro


TIME 700
LEVEL 2

Colony 7

000000
COLONY 7
25×S
100
100×S
500×S
PRESS FIRE



Developer	Manuel Rotschkar
Publisher	AtariAge
Release date	2007
Genre	Shooter
Mode	1-2 Players

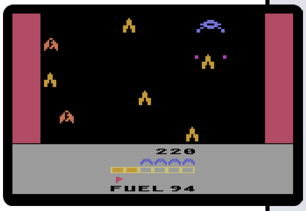
Colony 7 was created by Manuel Rotschkar, whose previous Atari 2600 homebrew games include Gunfight, Seawolf, Star Fire, and Crazy Balloon. It is modeled after the 1981 arcade game of the same name.

The mission is to defend Colony 7 from the evil Jarvians. The player is in command of the Colony's defensive guns, unleashing a converging stream of laser fire at the attacking hordes.

COLONY 7
by Manuel Rotschkar
AtariAge
FOR 1 PLAYER WITH JOYSTICK

Conquest of Mars

CONQUEST of MARS
NOVICE
© 2006
CHAMP GAMES



Developer	John W. Champeau
Publisher	AtariAge
Release date	2006
Genre	Action
Mode	1-2 Players

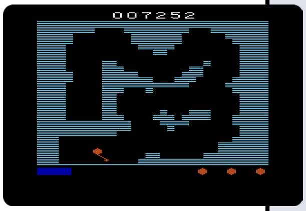
Conquest of Mars is an accurate translation to the Atari 2600 of a popular Atari 8-bit computer title. Players must destroy the Martian rebellion by descending through the six caverns of Mars to activate the main energy reactors and escape to the surface before they blow up.

The game may be purchased in cartridge form from the AtariAge Store.

CONQUEST of MARS
CHAMP GAMES

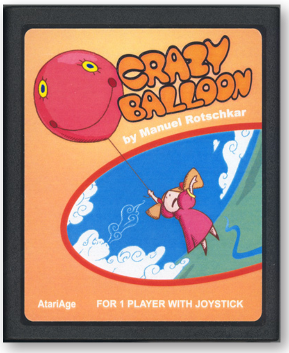
Crazy Balloon

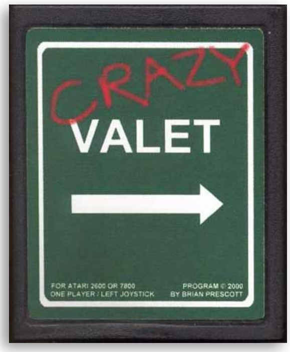
001144
CRAZY BALLOON



Developer	Manuel Rotschkar
Publisher	AtariAge
Release date	2005
Genre	Action
Mode	1 Player

Author Manuel Rotschkar initially wrote this game to submit it for the 2005 Mini Game Competition, where the goal is to write an enjoyable game in the smallest space possible. Crazy Balloon includes all 16 levels from the arcade game, and players might find some surprises they're not expecting. All the obstacles from the arcade have been reproduced as faithfully as possible, with only a few elements replaced with Atari 2600 exclusive obstacles.


CRAZY BALLOON
by Manuel Rotschkar
AtariAge
FOR 1 PLAYER WITH JOYSTICK

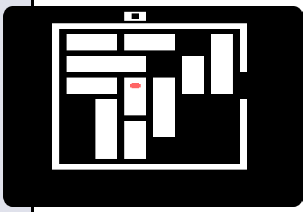

CRAZY
VALET
FOR ATARI 2600 OR 7800
ONE PLAYER / LEFT JOYSTICK
PROGRAM © 2000
BY BRIAN PRESCOTT

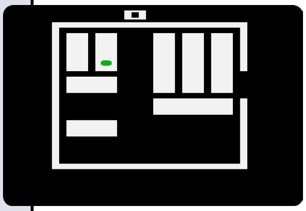
Crazy Valet

Developer	Brian Prescott
Publisher	Brian Prescott
Release date	2000
Genre	Puzzle
Mode	1 Player

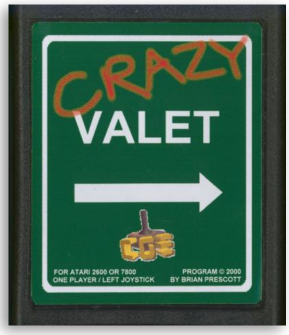
This is a shifting-pieces puzzle game where players move the white cars out of the way so the horizontal white car, in line with the exit, has a clear path. Once players have cleared a path, they must put the cursor on the car they need to leave with and drive it to the exit. Free the car in the fewest moves in twenty-six levels.

The game was also released as a Limited Edition with a run of 99 copies.





Limited: 100
Regular: 100

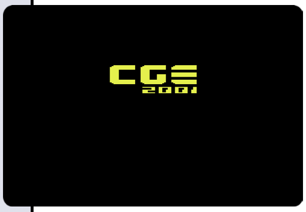

CRAZY
VALET
CGE
FOR ATARI 2600 OR 7800
ONE PLAYER / LEFT JOYSTICK
PROGRAM © 2000
BY BRIAN PRESCOTT

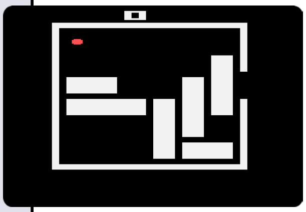
Crazy Valet CGE

Developer	Brian Prescott
Publisher	Brian Prescott
Release date	2001
Genre	Puzzle
Mode	1 Player

Brian Prescott released another run of Crazy Valet cartridges at the 2001 Classic Gaming Expo in Las Vegas. This version has a unique title screen, levels unique to this version and a different easter egg from previous versions.

"atariage.com"





Limited: n/a

game program™
CUBIS
Use with Joystick Controller
Cartridge Made by Hozer Video Games

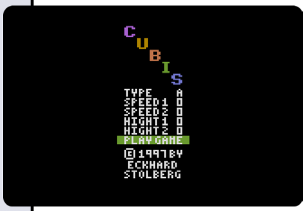
Cubis

Developer	Eckhard Stolberg
Publisher	Hozer Video Games
Release date	1997
Genre	Puzzle
Mode	1-2 Players

Cubis is a Tetris clone for the Atari 2600 created in 1997 by Eckhard Stolberg.

The cart, originally sold for $11, is out of print but the ROM is available for download.

"atari2600homebrew.com"



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C
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  B
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    S
TYPE    A
SPEED1  0
SPEED2  0
HIGHT1  0
HIGHT2  0
PLAYGAME
©1997BY
ECKHARD
STOLBERG
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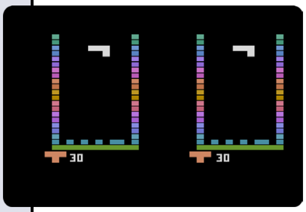
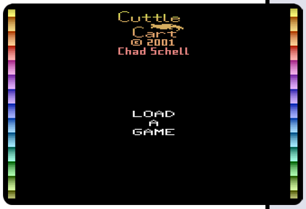


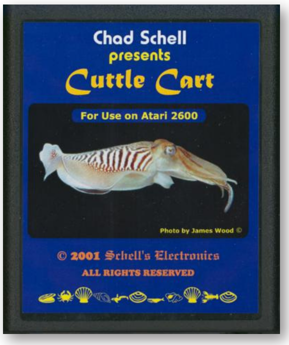
Cuttle Cart

Developer	Schell's Electronics
Publisher	Schell's Electronics
Release date	2001
Genre	non-game
Mode	1 Player

The Cuttle Cart is a rather unique cartridge. It's not a game, but a special cartridge with built-in RAM and an audio cable that connects to a CD player or computer. Users then use an included Windows program that allows them to load normal binary images into the Cuttle Cart. The Cuttle Cart supports games up to 64K in size and will load just about every 2600 game imaginable. The main exception is Pitfall II, which includes a sound chip that isn't supported by the Cuttle Cart.


Cuttle
Cart
© 2001
Chad Schell

LOAD
A
GAME


Chad Schell
presents
Cuttle Cart
For Use on Atari 2600
Photo by James Wood ©
© 2001 Schell's Electronics
ALL RIGHTS RESERVED

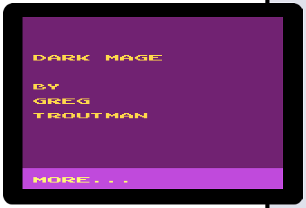
Dark Mage

Developer	Greg Troutman
Publisher	Hozer Games, Packrat Games, AtariAge
Release date	n/a
Genre	Adventure
Mode	1 Player

Greg Troutman managed to squeeze a text adventure into an 8K Atari 2600 cart, and although it's much simpler in execution than Infocom's early 80s offerings, it's an enjoyable game nonetheless.

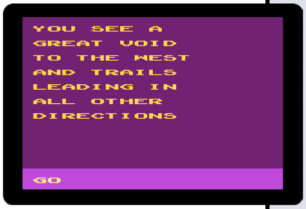
In Dark Mage, players take the role of a jester banished from his kingdom and the goal is to find and return the king's black rose.

"atariage.com"

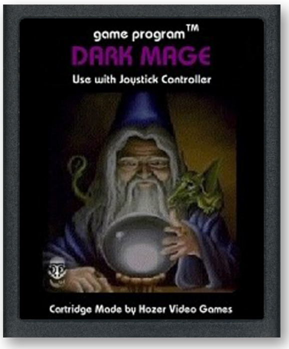

DARK MAGE

BY
GREG
TROUTMAN

MORE...


YOU SEE A
GREAT VOID
TO THE WEST
AND TRAILS
LEADING IN
ALL OTHER
DIRECTIONS

GO

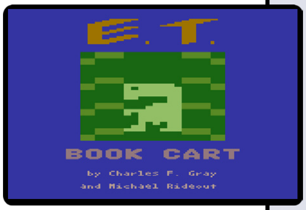

game program™
DARK MAGE
Use with Joystick Controller
Cartridge Made by Hozer Video Games

E.T. Book Cart

Developer	Charles F. Gray, Michael Rideout
Publisher	AtariAge
Release date	2006
Genre	non-game
Mode	1 Player

AtariAge, in conjunction with Gray Games, brings players a e-book, retrograded for the Atari 2600. E.T. The Extra-Terrestrial for the Atari 2600 - the game that some say brought down an industry - is looked at through various means, and is immortalized even further by a cartridge book focused on the game that helped bring about the video game crash.

"atariage.com"


E.T.
BOOK CART
by Charles F. Gray
and Michael Rideout

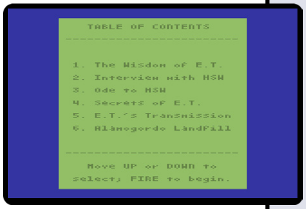
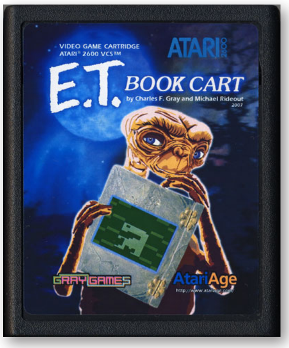


TABLE OF CONTENTS

1. The Wisdom of E.T.
2. Interview with HSW
3. Ode to HSW
4. Secrets of E.T.
5. E.T.'s Transmission
6. Alamogordo Landfill

Move UP or DOWN to
select; FIRE to begin.


VIDEO GAME CARTRIDGE
ATARI® 2600 VCS™
ATARI 2600
E.T.
BOOK CART
by Charles F. Gray and Michael Rideout
2007
GRAY GAMES
AtariAge
http://www.atariage.com/

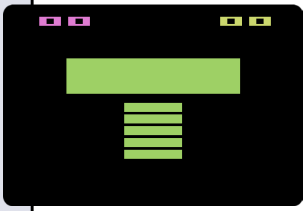
game program™
EUCHRE
Use with Joystick Controllers
BY ERIK EID
PAL
Program & Audiovisual © 2002 ERIK EID
Cartridge made by Hozer Video Games

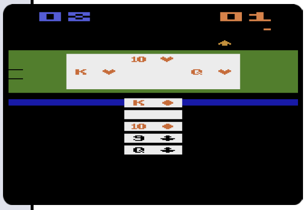
Euchre

Developer	Erik Eid
Publisher	Hozer Video Games
Release date	2002
Genre	Cards
Mode	1 Player

Euchre is an adaptation of the card game of the same name that is popular in the midwestern and northeast United States.

The original card game is the game responsible for introducing the joker into modern packs; this was invented around 1860 to act as a top trump or best bower. It is believed to be closely related to the French game Écarté.





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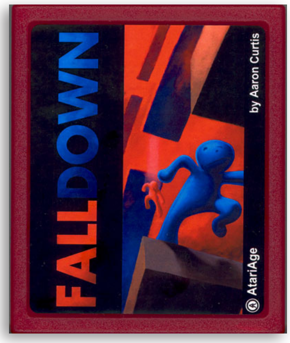
Regular: Yes


FALLDOWN
by Aaron Curtis
© AtariAge

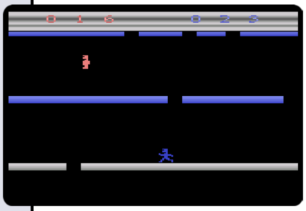
Fall Down

Developer	Aaron Curtis
Publisher	AtariAge
Release date	2005
Genre	Action
Mode	1-2 Players

Fall Down pits the ever-opposed forces of Red and Blue against each other in an ultimate battle to capture scrolling platforms. The first player to fall past a platform captures it and scores a point.

This is one of the first homebrew games to support the AtariVox. The game uses the AtariVox to save high score for each game mode, as well as for some in-game speech.

"atariage.com"



FlapPing

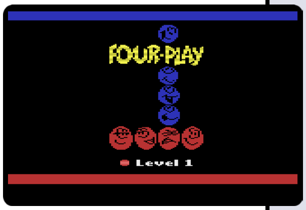
Developer	Kirk Israel
Publisher	AtariAge
Release date	2005
Genre	Action
Mode	1-2 Players

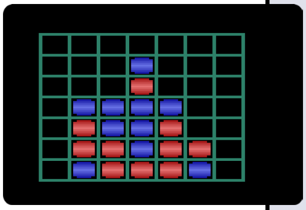
FlapPing features two primary game variations, a "classic pong" mode which resembles the classic Pong arcade game, and "poorlords", where each player must defend a wall in a manner similar to the arcade game Warlords.

The game is descended from JoustPong, the name Kirk Israel originally chose for his original homebrew game.

"atariage.com"

Four-Play


FOUR-PLAY
Level 1



Developer	Zach Matley, (music) Bob Montgomery
Publisher	AtariAge
Release date	2006
Genre	Board game
Mode	1-2 Players

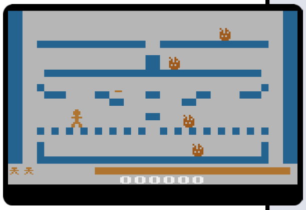
In Four-Play, Red and Blue take turns dropping marbles into an upright board. The first player to align four marbles horizontally, vertically, or diagonally wins. Players can pit their wits against the computer A.I. at four difficulty levels, or play against another player.

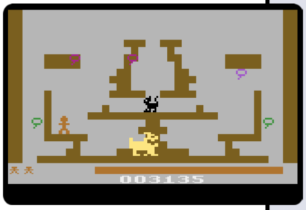
The game may be purchased in cartridge form from the AtariAge Store.

"atariage.com"

FOUR-PLAY
Copyright © 2006 Zach Matley
AtariAge

Gingerbread Man





Limited: 50
Regular: Yes

Developer	Fred Quimby
Publisher	AtariAge
Release date	2007
Genre	Platformer
Mode	1 Player

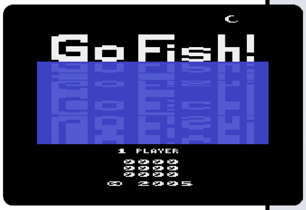
In Gingerbread Man players must fight their way through 20 levels consisting of five unique game-play screens, facing a variety of obstacles and challenges in order to survive.

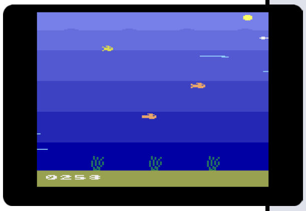
Gingerbread Man includes three game variations:
- Selection 1 is the default.
- Selection 2 is expert mode.
- Selection 3 is a special mode for children.

"atariage.com"

GINGERBREAD MAN
ONE TOUGH COOKIE

Go Fish!


Go Fish!
1 PLAYER
© 2005



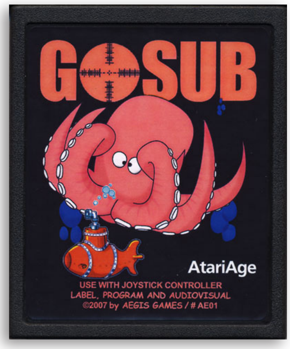
Developer	Bob Montgomery, (music) Tommy Montgomery
Publisher	AtariAge
Release date	2005
Genre	Action
Mode	1-2 Players

Go Fish! is an original game loosely based on the Intellivision game Shark! Shark! - players take the role as a wee fish and, to survive, it must eat other, smaller fish to grow. But the shark is also on the hunt for food and the fish could be his next meal. Go Fish! features extensive, continuously-playing music (with an option to turn it off), as well as a two-player battle mode.

"atariage.com"

ATARIVox enhanced
GO FISH!
For 1 or 2 Players
Use with Joystick Controllers
Copyright © 2005 Bob Montgomery
AtariAge

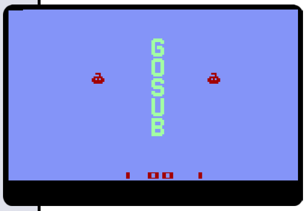
GoSub

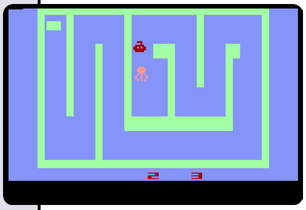

GOSUB
AtariAge
USE WITH JOYSTICK CONTROLLER
LABEL, PROGRAM AND AUDIOVISUAL
©2007 by AEGIS GAMES / # AE01

Developer	Chris Read, Michael Rideout, Fred Quimby
Publisher	AtariAge
Release date	2007
Genre	Action
Mode	1-2 Players

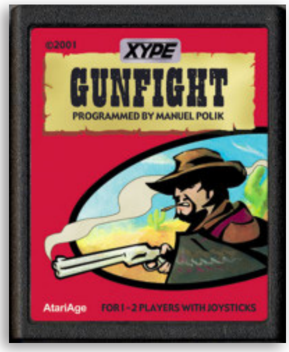
GoSub is a Atari 2600 homebrew game by Chris Read. Players pilot a submarine and must navigate a perilous maze to reach the exit. Touching the walls will destroy the submarine, so they must pilot their craft with great skill. And as if the narrow passages were not enough danger, in the maze lurks a monser octopus determined to crush the sub with its mighty grip

The game also features a GoSub 500 game that pits two players in a counter-clockwise submarine race.





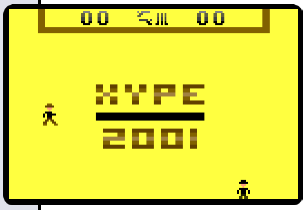
Gunfight

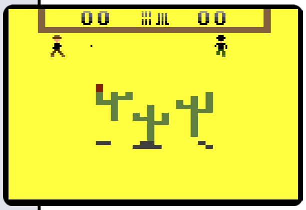

©2001
XYPE
GUNFIGHT
PROGRAMMED BY MANUEL POLIK
AtariAge
FOR 1-2 PLAYERS WITH JOYSTICKS

Developer	XYPE
Publisher	AtariAge
Release date	2001
Genre	Shooter
Mode	1-2 Players

Gunfight is the first release from Manuel Polik and is heavily inspired by the 1975 Midway arcade game Gun Fight.

AtariAge sponsored a contest to see who could create the best label for Gunfight. The winner was David Exton. The game is available in cartridge form in the AtariAge Store, complete with David Exton's winning label and a eight-page, full-color manual.


00
00
XYPE
2001

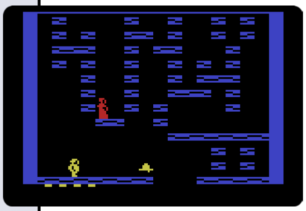


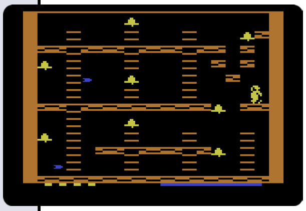
Hunchy II

Hunchy 2
For the Atari 2600
©2005

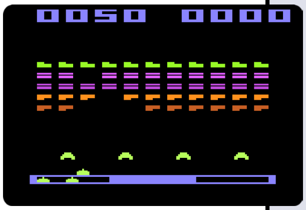
Developer	Chris Walton
Publisher	AtariAge
Release date	2005
Genre	Platformer
Mode	1 Player

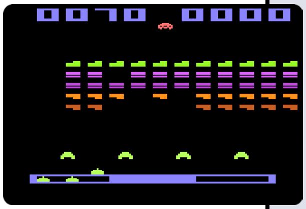
Hunchy II is a sequel to the 1982 classic arcade game Hunch Back which is loosely based on the novel "The Hunchback of Notre Dame". The task is to guide the hunchbacked Quasimodo in his quest to rescue the gypsy girl Esmeralda from the cathedral of Notre Dame. To succeed, players must collect all of the bells in each cathedral room. They must also avoid any incoming missiles and the fearsome cathedral guards. Hunchy II contains 14 levels of increasing difficulty.





INV



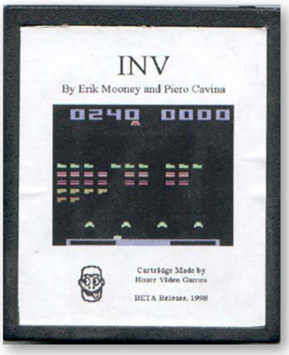


Developer	Piero Cavina, Erik Mooney
Publisher	Hozer Video Games
Release date	1998
Genre	Shooter
Mode	1-2 Players

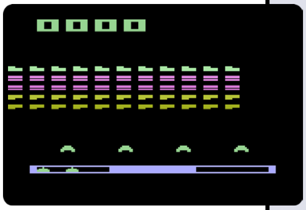
This is a homebrew of Space Invaders designed to have eleven rows of invaders. It also adds three colors to the invaders and a different color for player two.

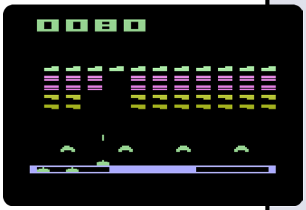
In the game, strange aliens from space are threatening the earth. Attempts to communicate have failed. These bizarre silicon-based lifeforms are oddly square and blocky in appearance, but their goal is clear: the conquer the planet.

"atari2600homebrew.com"


INV
By Erik Mooney and Piero Cavina
0240 0000
Cartridge Made by Hozer Video Games
BETA Release, 1998

INV+

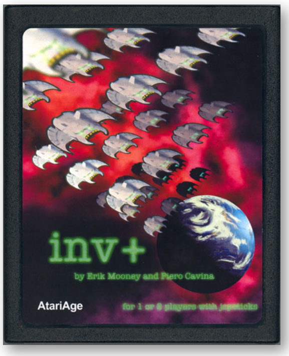




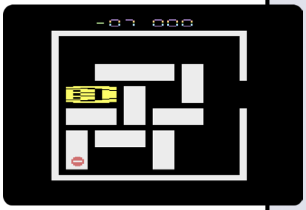
Developer	Piero Cavina, Erik Mooney
Publisher	AtariAge
Release date	2004
Genre	Shooter
Mode	1-2 Players

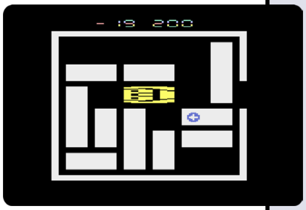
INV+ is the successor to INV, with several improvements over the original game:

- Scoring more closely matches the original arcade game
- PAL support has been added
- Added an Invisible Invaders mode
- Player death sequence improved and animated
- Hidden easter egg added
- New, full-color manual
- Several bugs were fixed


inv+
by Erik Mooney and Piero Cavina
AtariAge
for 1 or 2 players with joysticks

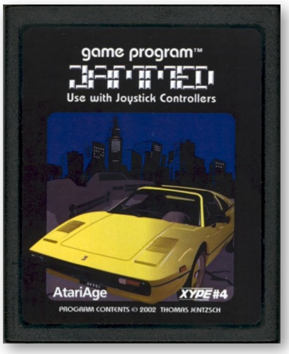
Jammed





Developer	XYPE
Publisher	AtariAge
Release date	2001
Genre	Puzzle
Mode	1 Player

Jammed is a conversion of the board game Rush Hour for the Atari 2600, programmed by Thomas Jentzsch. In this version, players must steal the car of their dreams from a crowded parking lot, but the must first move all the cars that stand in their way. Jammed contains a 600 unique puzzles.


game program™
JAMMED
Use with Joystick Controllers
AtariAge
XYPE #4
PROGRAM CONTENTS © 2002 THOMAS JENTZSCH

JOUST
PONG
An ALIEN BILL production
AtariAge

JoustPong

Developer Kirk Israel
Publisher AtariAge
Release date 2004
Genre Action
Mode 1-2 Players

JoustPong features two primary game variations, a “classic pong” mode which resembles the classic Pong arcade game, and “poorlords”, where each player must defend a wall in a manner similar to the arcade game Warlords. The game feature a two-player mode and a single player. The Pterodactyl of Joust also makes an appearance in JoustPong, adding an unpredictable element to the gameplay.

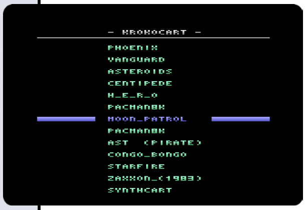
“atariage.com”

programmable device
KROKODILE CARTRIDGE
Use with multiple controllers
6V DC
Copyright © 2004 Armin Vogl
RS232

Krokodile Cartridge

Developer Armin Vogl
Publisher AtariAge
Release date 2005
Genre non-game
Mode 1 Player

The Krokodile Cartridge is a programmable game cartridge for the 2600 game console. The cartridge contains 512K of Flash ROM that can be programmed by connecting the cartridge to a Windows PC with a serial cable. Once connected to a PC, the Windows-based Krokodile Commander software is then used to download software into the Krokodile Cartridge. Users can directly download Atari 2600 ROM images to the cartridge and play them on their console.



```
- KROKOCART -
PHOENIX
VANGUARD
ASTEROIDS
CENTIPEDE
H_E_R_O
PACMANBK
MOON_PATROL
PACMANBK
AST  (PIRATE)
CONGO_BONGO
STARFIRE
ZAXXON_(1983)
SYNTHCART
```

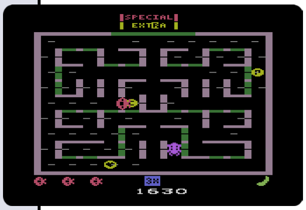
Lady Bug
CHAMP GAMES

Lady Bug

Developer John W. Champeau
Publisher AtariAge
Release date 2006
Genre Maze
Mode 1 Player

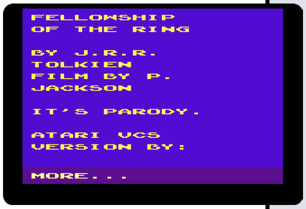
The object of Lady Bug is to clear the maze of all the dots while avoiding up to four insects. Once all four insects have entered the maze, a bonus vegetable appears in the middle. Eating this veggie not only earns big points, but also freezes the insects for a few seconds. Also appearing in the maze are hearts that increase the bonus multiplier and letters that can be used to spell EXTRA for a bonus ladybug or SPECIAL to earn a round in the bounty harvest maze full of vegetables.

Lady Bug
©2006
CHAMP GAMES


SPECIAL
EXTRA
3X
1630

Limited: (C.E.) 100
Limited: (NWCGE) 14
Regular: Yes

Lord of the Rings: Fellowship of the Ring

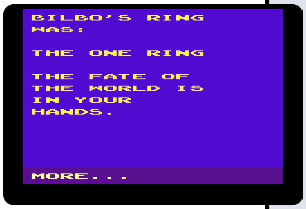

FELLOWSHIP OF THE RING

BY J.R.R. TOLKIEN
FILM BY P. JACKSON

IT'S PARODY.

ATARI VCS
VERSION BY:

MORE...


BILBO'S RING
WAS:

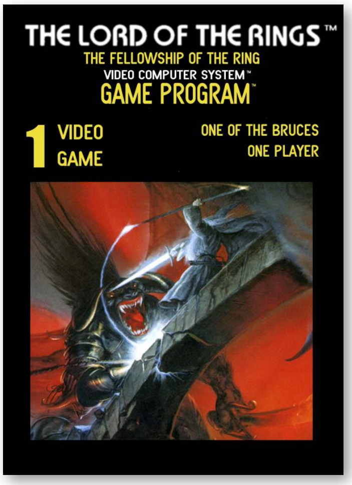
THE ONE RING

THE FATE OF
THE WORLD IS
IN YOUR
HANDS.

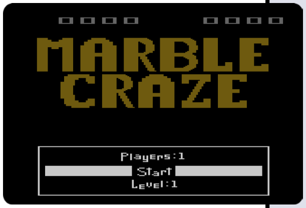
MORE...

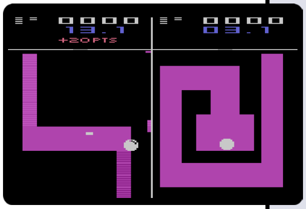
Developer	Adam Thornton
Publisher	Hozer Video Games
Release date	2002
Genre	Adventure
Mode	1 Player

This a modified version of the Dark Mage text adventure engine, incorporating the entire plot of Fellowship of the Ring into a 4K Atari 2600 ROM. Adam Thornton created this highly compressed version of the J.R.R. Tolkien classic as his entry into the 2002 Interactive Fiction IntroComp. This is twice as much story as contained in Parker Brothers' unreleased Journey to Rivendell game.


THE LORD OF THE RINGS™
THE FELLOWSHIP OF THE RING
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
1 VIDEO GAME
ONE OF THE BRUCES
ONE PLAYER

Marble Craze

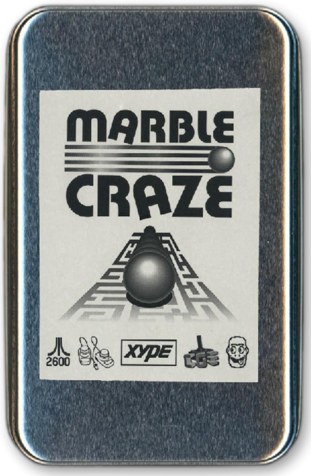

0000 0000
MARBLE CRAZE
Players:1
Start
Level:1


0000
13.1
+20PTS
0000
03.1

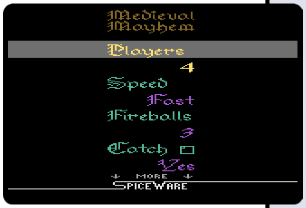
Developer	XYPE
Publisher	AtariAge
Release date	2002
Genre	Action
Mode	1-2 Players

The concept for Marble Craze arose from those wooden games that have two knobs used to tilt a board, rolling a marble through a maze in an attempt to avoid the holes. To properly simulate one of these games, both paddle controllers are utilized, one to control the vertical movement and the other to control horizontal movement. A simultaneous two-player mode is also available.

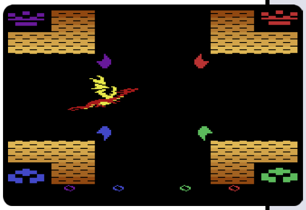
"atariage.com"


MARBLE CRAZE
2600
XYPE

Medieval Mayhem


Medieval Mayhem

Players
4
Speed
Fast
Fireballs
3
Catch ☐
Yes
MORE
SPICEWARE



Developer	Darrell Spice Jr., David Vazquez, Erik Ehrling
Publisher	AtariAge
Release date	2006
Genre	Shooter
Mode	1-4 Players

Medieval Mayhem is an updated take on Warlords. While the original version from Atari is still a blast to play, Medieval Mayhem adds arcade features such as the launch dragon, multiple fireballs and a level of polish missing from the original 2600 release. It also includes a menu to select options before starting the game. Medieval Mayhem is a frenetic multi-player game that players can enjoy against their friends or against the computer AI.

SPICEWARE
PRESENTS
Medieval Mayhem
for the ATARI 2600
Use with Paddle Controllers for up to 4 players
Produced by AtariAge
Medieval Mayhem game programmed and Copyright (c) 2006 by Darrell Spice Jr.

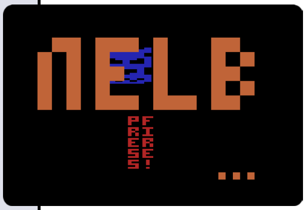
Melbourne Tatty

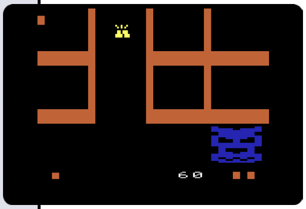
MELBOURNE TATTY

Developer	Edward Griffiths, Fred Quimby
Publisher	AtariAge
Release date	2007
Genre	Action
Mode	1 Player

Melbourne Tatty features 20 levels where the goal sounds pretty straightforward: Collect treasure. But this is no ordinary dungeon. Every few seconds the walls move, potentially trapping players until they move again. Also a dangerous wolf is pursuing players relentlessly, guarding the treasure and trying to thwart their attempts at taking it. And while the walls will block them, they won't stop the wolf.

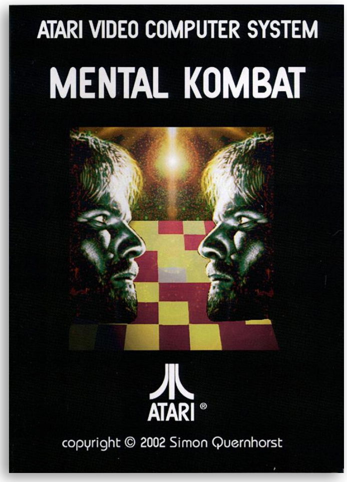
"atariage.com"


MELB
PRESS FIRE!



Limited: 20
Regular: Yes

Mental Kombat

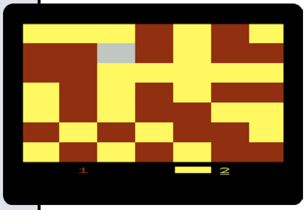

ATARI VIDEO COMPUTER SYSTEM
MENTAL KOMBAT
ATARI
copyright © 2002 Simon Quernhorst

Developer	Simon Quernhorst
Publisher	AtariAge
Release date	2002
Genre	Puzzle
Mode	2 Players

Mental Kombat is a two player puzzle game based on a concept developed by Simon and a friend originally for the Commodore 64. The goal of the game is to connect tiles of the player color vertically or horizontally. They can move every tile of every color, this means that they could connect a row of tiles of their opponent's color if they don't move carefully enough.

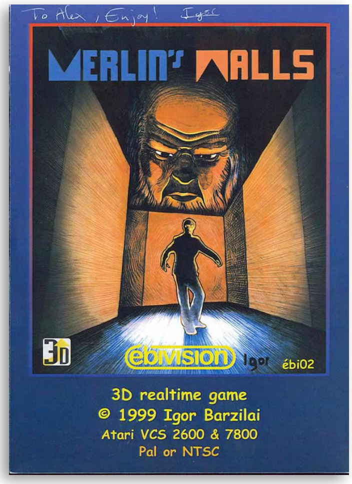
The AtariAge cover is a variation from the movie Enemy Mine.

Mental Kombat
PRESS FIRE!
2001 Simon Quernhorst



Limited: 100
Regular: Yes

Merlin's Walls

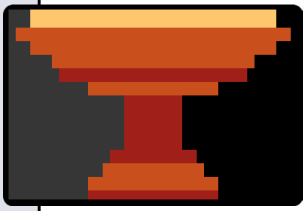

To Alex, Enjoy! Igor
MERLIN'S WALLS
3D
ebivision
Igor
ébi02
3D realtime game
© 1999 Igor Barzilai
Atari VCS 2600 & 7800
Pal or NTSC

Developer	Ebivision
Publisher	Hozer Video Games, AtariAge
Release date	1999
Genre	Action
Mode	1 Player

Merlin's Walls is a game that use the TV sideways. Meant to take advantage of a narrow/tall screen instead of narrow/side, the authors suggest the best way to play is either to put the TV on its side or... lay on the couch.

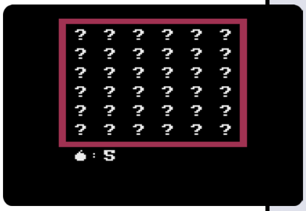
This cart was exclusively sold by Hozer Video for many years, and later through AtariAge.

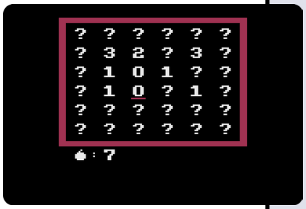
MERLIN'S WALLS
by Igor 1999



Limited: 100
Regular: Yes

Mine Sweeper





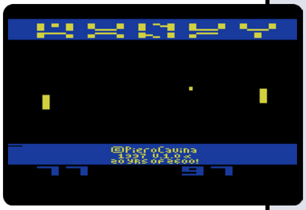
Developer	Soren Gust
Publisher	Hozer Video Games
Release date	n/a
Genre	Puzzle
Mode	1 Player

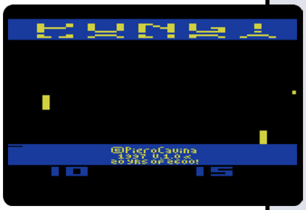
A game most know already since the days of Windows 3x. Players see a board filled with mines and they don't know what fields exactly they occupy. By clicking on a field a number appears on it, which indicated how many mines are located on the nearest fields to it. Then they try and click on those fields they consider free of mines. If they make a mistake, the mine will explode and the game is over.

"vizzed.com"

N / P

Mondo Pong

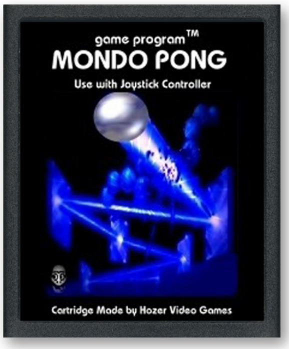




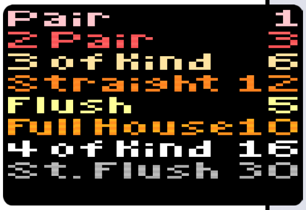
Developer	Piero Cavina
Publisher	Hozer Video Games
Release date	n/a
Genre	Action
Mode	1-2 Players

Mondo Pong was Piero Cavina's first programming effort on the Atari 2600 and is an evil variation on the game that started it all, Pong. In this version there are two balls and they each have a mind of their own. Sometimes the ball will double back at players after they hit it, other times it might just spin around in circles for a bit, keeping them on their toes as they wait for it to shoot off in some direction.

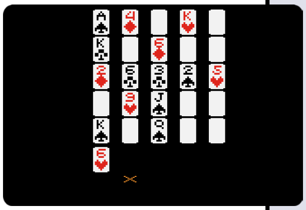
"atari2600homebrew.com"


game program™
MONDO PONG
Use with Joystick Controller
Cartridge Made by Hozer Video Games

Poker Squares



```
Pair          1
2 Pair        3
3 of Kind     6
Straight     12
Flush         5
Full House   10
4 of Kind    16
St. Flush    30
```

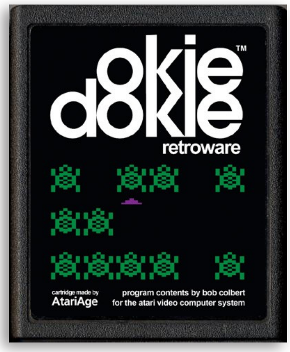


Developer	Brian Watson
Publisher	AtariAge
Release date	2005
Genre	Cards
Mode	1 Player

In Poker Squares the goal is to place 25 playing cards (from a deck of 52), one at a time, in a 5x5 grid. The goal is to make the best ten (or twelve) poker hands, five horizontally, five vertically, and optionally the two diagonals, scoring as many points as possible.

Poker Squares can be ordered in cartridge form in the AtariAge Store. Includes a label and manual designed by Dave Exton.

POKER SQUARES
A VIDEO GAME BY BRIAN WATSON
AtariAge

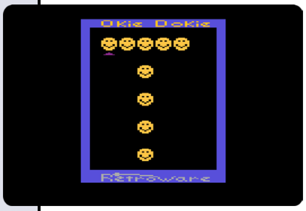

okie dokie™
retroware
cartridge made by AtariAge
program contents by bob colbert for the atari video computer system

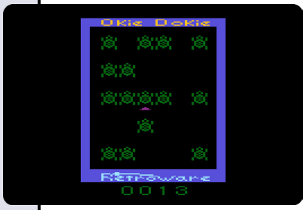
Okie Dokie

Developer Retroware
Publisher AtariAge
Release date 1985
Genre Puzzle
Mode 1 Player

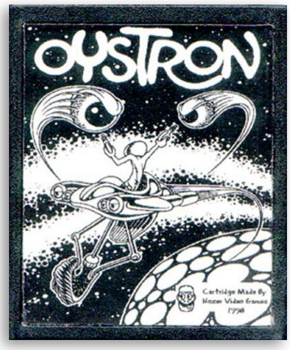
Okie Dokie is a fast moving puzzle game that challenges players with 30 preset puzzles and 435 random puzzles. It seems simple enough, turn off all of the squares. Every time players select a square, it gets "flipped" - if it was on it turns off and vise versa. To complicate things further, any square directly to the left, right, above, or below the square is also "flipped".

The game was also released as a limited edition, limited to 100 copies.


Okie Dokie
Retroware


Okie Dokie
Retroware
0013

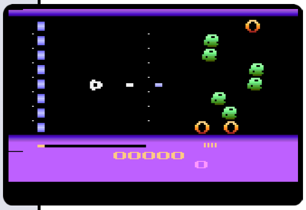
Limited: 100
Regular: Yes

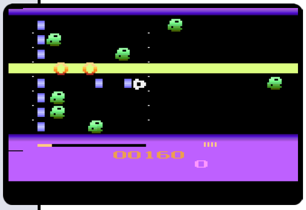


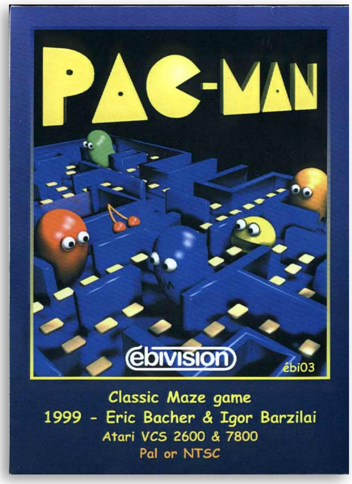
Oystron

Developer Piero Cavina
Publisher XYPE
Release date 1997
Genre Action
Mode 1 Player

Oystron is an action game developed for the Atari 2600 by Piero Cavina and released in 1997. It is one of the earliest homebrew games for the console. The game, Cavina's first, was initially made available as a freeware 4 KB binary file designed for use on the Starpath Supercharger and with Atari 2600 emulators such as Stella and PCAE. It was later released in cartridge form by XYPE, an independent group of Atari 2600 homebrew developers.






PAC-MAN
ebivision
ebi03
Classic Maze game
1999 - Eric Bacher & Igor Barzilai
Atari VCS 2600 & 7800
Pal or NTSC

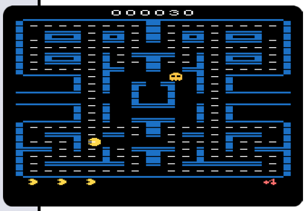
Pac-Man

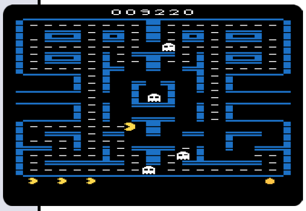
Developer Eric Bacher, Igor Barzilai
Publisher Ebivision
Release date 1999
Genre Maze
Mode 1 Player

Ebivision had a contest for another game of theirs called Alfred Challenge stating the first person to find the secret room would win a copy of Ebivision Pac-Man.

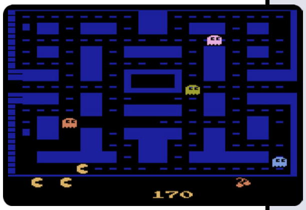
This game was never released commercially. Only one original cart exists. However, Hozer Video makes reproduction carts of it.

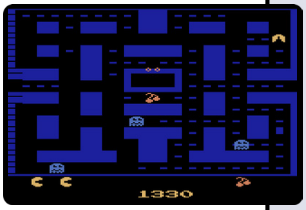
"atari2600homebrew.com"





Pac-Man Arcade

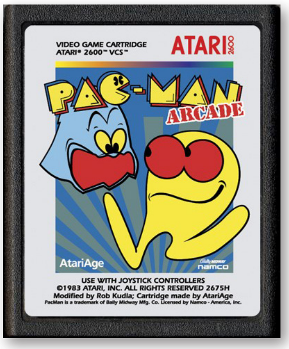




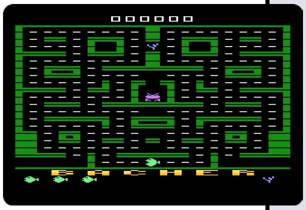
Developer	Rob Kudla
Publisher	AtariAge
Release date	2002
Genre	Maze
Mode	1-2 Players

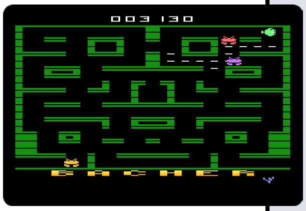
Rob Kudla has modified a (said by some) much better Ms. Pac-Man and turned it into the Pac-Man Atari. This is a fairly significant hack, and here are the changes Rob made to Ms. Pac-Man:

- Changed the graphics
- Altered the theme music
- Changed audio code to improve authenticity
- Changed playfield color and layout
- Got rid of extra tunnel and three extra mazes


VIDEO GAME CARTRIDGE
ATARI 2600 VCS
ATARI
PAC-MAN
ARCADE
AtariAge
namco
USE WITH JOYSTICK CONTROLLERS

Pesco


000000
BACHER

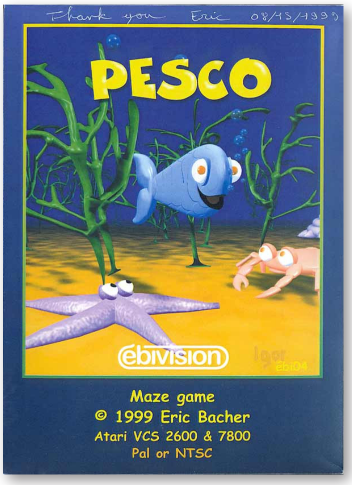

003130
BACHER

Limited: 100
Regular: Yes

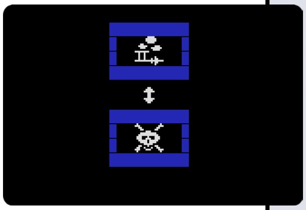
Developer	Ebivision
Publisher	AtariAge
Release date	2005
Genre	Maze
Mode	1 Player

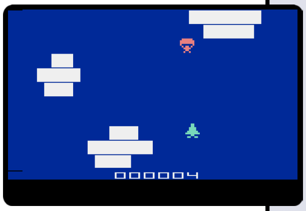
Little Pesco must find a new place to live. It seems that he found a good home, with lots of plankton to eat, but it seems that there are three crabs that are determined to eat him. The game is a classic maze game with a special challenge : to reach the ninth level.

"atari2600homebrew.com"


Thank you Eric 08/13/1999
PESCO
ebivision
Maze game
© 1999 Eric Bacher
Atari VCS 2600 & 7800
Pal or NTSC

Phantom II / Pirate



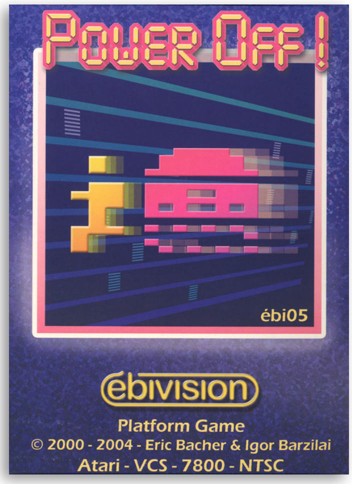


Developer	David Weavil
Publisher	AtariAge
Release date	2006
Genre	Compilation
Mode	1-2 Players

Phantom II/Pirate is a homebrew cartridge featuring two games written by David Weavil. Phantom II is based on an old Bally Midway arcade game of the same name, where the goal is to patrol the unfriendly skies and shoot down enemy bombers. In Pirate, players must explore a dangerous island and find the treasure of evil pirate Chuck DeLuc. The cartridge features a menu that lets players select which game to play upon powering up their system.

PHANTOM II
AtariAge © 2006 David Weavil

Power Off!

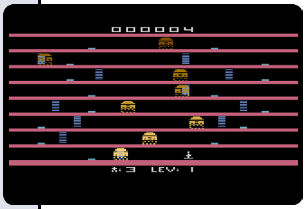

POWER OFF!
ébi05
ebivision
Platform Game
© 2000 - 2004 - Eric Bacher & Igor Barzilai
Atari - VCS - 7800 - NTSC

Developer	Ebivision
Publisher	AtariAge
Release date	2004
Genre	Platformer
Mode	1 Player

Players take the role of Brian Mareck, who must deactivate a computer that has run amuck. This new super computer, designed by his father, was created to help mankind with its instantaneous computing abilities. But something went catastrophically wrong when his father switched the machine on and now he must run through level after level of the giant laboratory and deactivate all the energy pills before it's too late.

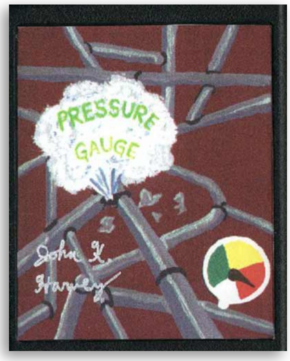
"atariage.com"

ERIC & IGOR
PRESENT
Power oFF!
EBI 005
GAME (c) 2004
ebivision


000004
LEV: 1

Limited: 100
Regular: Yes

Pressure Gauge

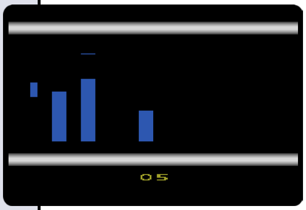

PRESSURE
GAUGE
John K. Harvey

Developer	John K. Harvey
Publisher	Packrat Video Games
Release date	2000
Genre	Action
Mode	1 Player

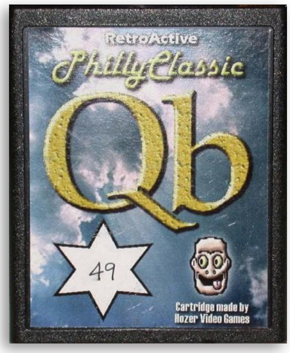
In Pressure Gauge, players take the part of a hot shot plumber left in charge of controlling a water system in dire circumstances.

Pressure Gauge was released in 2000 by John K. Harvey. It received a limited release at that time of less than 20 cartridges. The game was later released through Packrat Video Games, and was their first boxed homebrew release.

PRESSURE
GAUGE



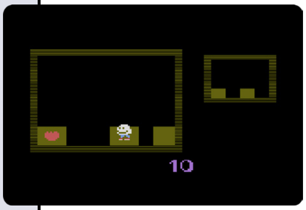
Qb

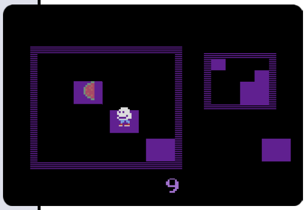

RetroActive
PhillyClassic
Qb
49
Cartridge made by
Hozer Video Games

Developer	XYPE
Publisher	AtariAge
Release date	2001
Genre	Action
Mode	1 Player

Qb was originally written for the Atari 800 by Andrew Davie back in 1984. Many years later, Andrew decided to port the game over to the 2600, and he finished his project in March 2001. The object of Qb is to move the blocks around in the lower frame so that they match the upper frame.

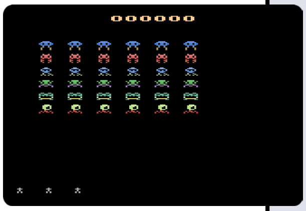
The PhillyClassic Edition, limited to 50 copies sold only at the PhillyClassic 2001, was the first release of Qb. The game was later released by AtariAge.

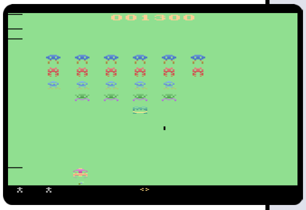




Limited: (P.C) 50
Limited: (L.E) n/a
Regular: Yes

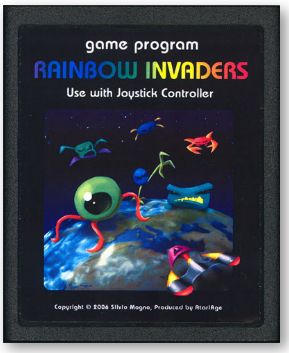
Rainbow Invaders





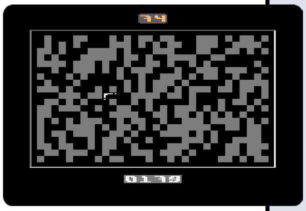
Developer	Silvio Mogno
Publisher	AtariAge
Release date	2006
Genre	Shooter
Mode	1 Player

Rainbow Invaders is a Space Invaders style game from Italian developer Silvio Mogno. While many games of this nature have been released for the 2600, Silvio's game adds a breath of fresh air to the genre. Players are shooting at descending waves of alien invaders, attempting to finish them off before they reach the ground. However, the aliens also periodically drop one of 16 random Special Shots, some of which will help and some of which will hinder the players efforts.


game program
RAINBOW INVADERS
Use with Joystick Controller
Copyright © 2006 Silvio Mogno, Produced by AtariAge

Raster Fahndung

RASTER
FAHNDUNG

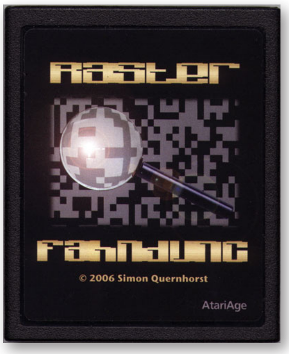


Limited: 75
Regular: Yes

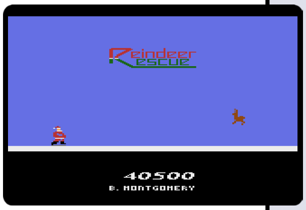
Developer	Simon Quernhorst
Publisher	AtariAge
Release date	2007
Genre	Puzzle
Mode	1-2 Players

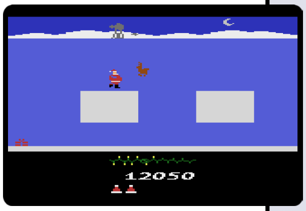
Raster Fahndung is a puzzle game where players must locate patterns of 6 by 6 squares inside a playfield of 32 by 20 squares. The timer is ticking down in the background so players won't have the luxury of carefully scrutinizing the playfield to locate the patterns. Players can sneak a peek at the pattern (by pressing the fire button on the joystick) but it will make the timer count down faster.

"atariage.com"


RASTER
FAHNDUNG
© 2006 Simon Quernhorst
AtariAge

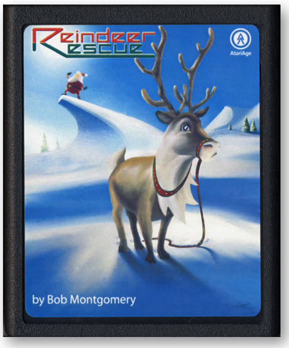
Reindeer Rescue


Reindeer Rescue
40500
B. MONTGOMERY

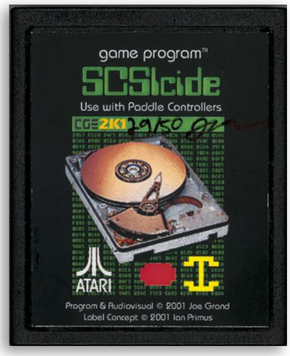


Developer	Bob Montgomery, (Graphics) Nathan Strum
Publisher	AtariAge
Release date	2006
Genre	Action
Mode	1 Player

Reindeer Rescue is the "unlimited" release of the 2005 Holiday Cart. Reindeer Rescue is an original homebrew game written by Bob Montgomery. In Reindeer Rescue players must help Santa rescue his lost reindeer in a journey that has them starting at the North Pole, racing through frozen tundra, ice caves, suburbia, and the big city. Along the way Santa will encounter many objects in the air and on the ground - some will help and some will hinder.


Reindeer Rescue
AtariAge
by Bob Montgomery

SCSIcide (1.30)

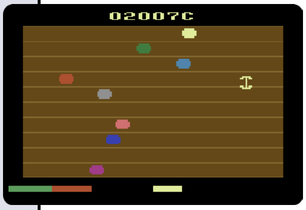

game program™
SCSIcide
Use with Paddle Controllers
CGE 2K1
ATARI
Program & Audiovisual © 2001 Joe Grand
Label Concept © 2001 Ian Primus

Developer Joe Grand
Publisher Joe Grand (CGE 2001)
Release date 2001
Genre Action
Mode 1 Player

In this game, players is a hard drive read head and must gather the bits in their correct color-coded order. There are ten tracks and bits of various colors will race along from left to right.

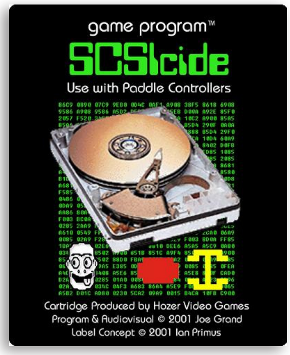
Joe Grand created a website where people could follow the progress of the game's development. This created quite a demand for the game at Classic Gaming Expo 2001, where the 50 copies of SCSIcide that Joe produced at $20 each for the show quickly sold out.

SCSIcide
J. Grand
2001



Limited: 50

SCSIcide (1.32)

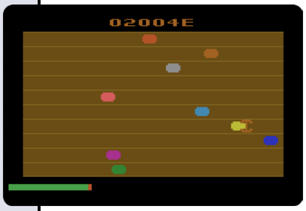

game program™
SCSIcide
Use with Paddle Controllers
Cartridge Produced by Hozer Video Games
Program & Audiovisual © 2001 Joe Grand
Label Concept © 2001 Ian Primus

Developer Joe Grand
Publisher Hozer Video Games
Release date 2001
Genre Action
Mode 1 Player

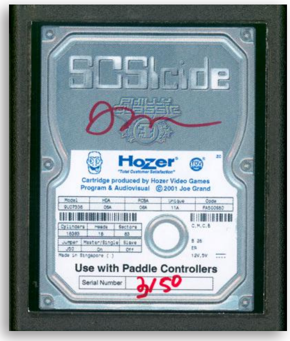
This was the general production release sold through Hozer Video Games.

Similar to how new hard drives are packaged, the SCSIcide game and instruction manual were also packaged in a static-free bag further playing off the theme of the game.

SCSIcide
J. Grand
2001



SCSIcide PhillyClassic3 (1.31)


SCSIcide
Philly Classic
Hozer
Cartridge produced by Hozer Video Games
Program & Audiovisual © 2001 Joe Grand
Use with Paddle Controllers
Serial Number
31/50

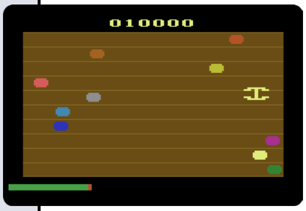
Developer Joe Grand
Publisher Hozer Video Games
Release date 2002
Genre Action
Mode 1 Player

This was the post-CGE release. The game was released through Hozer Video Games in a limited release of 50 copies.

Now that the final SCSIcide binaries have been released, players can download all three final versions from the SCSIcide website, along with all the earlier development versions: *http://www.grandideastudio.com/*

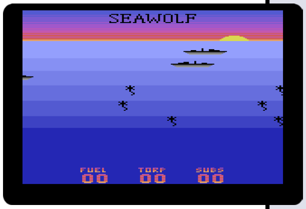
"atariage.com"

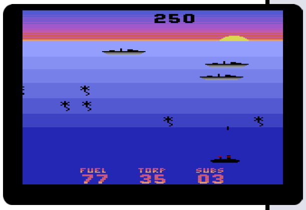
SCSIcide
J. Grand
2001



Limited: 50

Seawolf

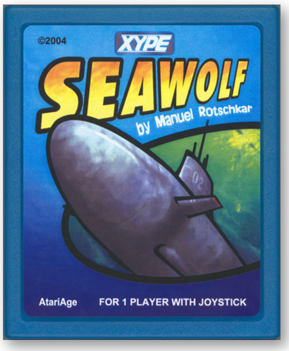

SEAWOLF
FUEL
00
TORP
00
SUBS
00


250
FUEL
77
TORP
35
SUBS
03

Developer XYPE
Publisher AtariAge
Release date 2004
Genre Action
Mode 1 Player

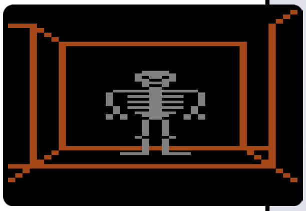
Seawolf is influenced and inspired by the Midway Sea Wolf and Sea Wolf II arcade games as well as the Astrocade and 8-bit home versions, but is not a direct port. Seawolf also borrows elements from Broderbund's Seafox.

In Seawolf players command a submarine lurking below the surface of the ocean, where they need to attack enemy convoys while avoiding depth charges and other dangers.


©2004
XYPE
SEAWOLF
by Manuel Rotschkar
AtariAge
FOR 1 PLAYER WITH JOYSTICK

Skeleton

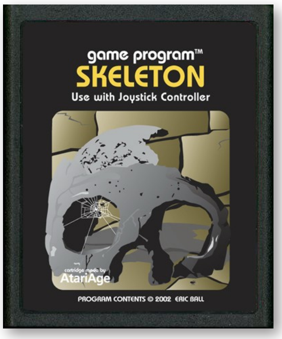
SKELETON
BY
ERIC BALL



Developer Eric Ball
Publisher AtariAge
Release date 2002
Genre First-person shooter
Mode 1 Player

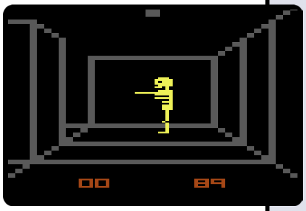
Skeleton is a 3D maze game written by Eric Ball. In order to escape this labyrinth players need to hunt down and eliminate 80 skeletons lurking about without being killed themself. There are eight mazes, with each maze containing 10 skeletons. If the players complete all eight mazes they'll gain their freedom.

"atariage.com"


game program™
SKELETON
Use with Joystick Controller
AtariAge
PROGRAM CONTENTS © 2002 ERIC BALL

Skeleton+

SKELETON+
BY
ERIC BALL

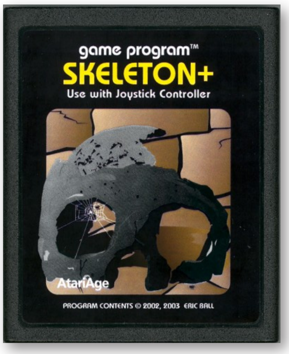


Developer Eric Ball
Publisher AtariAge
Release date 2003
Genre First-person shooter
Mode 1 Player

Skeleton+ contains several improvements over the original release of Skeleton. The major differences are:

- Life and Kill Counters
- New Undead Locator to help track Skeletons
- Five vs Ten Skeletons per level (selectable)
- Various difficulty settings

The new difficulty settings allow players to customize the game to their liking, and maximize replay value.


game program™
SKELETON+
Use with Joystick Controller
AtariAge
PROGRAM CONTENTS © 2002, 2003 ERIC BALL

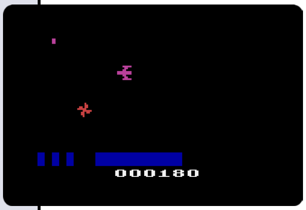
Solar Plexus

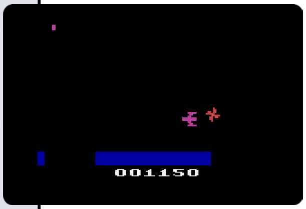
AtariAge
Jess CREATIONS

Developer	Jess Ragan
Publisher	AtariAge
Release date	2005
Genre	Action
Mode	1 Player

What starts out as a routine hunt for salvage in the far reaches of the galaxy turns into a white-knuckle fight for survival. Players need sharp reflexes to keep their starskimmer full of fuel and away from the wildly unpredictable artificial sun which threatens to make every move their last.

The Solar Plexus increases in speed and mutates into new, more dangerous forms as players continue to play.





Space Battle

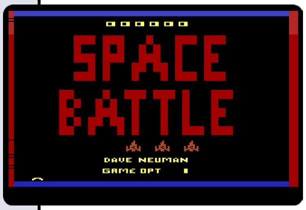
SpaceBattle
© 2006 Dave Neuman
AtariAge

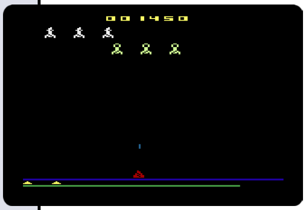
Developer	Dave Neuman
Publisher	AtariAge
Release date	2006
Genre	Shooter
Mode	1 Player

In Space Battle, players must defend a remote Earth outpost from attacking invaders. But before they can even face the enemy onslaught, they must first land their ship on the outpost's defense platform while evading an enemy sentry. Once on the platform, they will then face the first wave of enemy fighters.

After players destroy the first wave, they'll then be faced with two morphing Kh'rylian Destroyers.

"atariage.com"


000000
SPACE
BATTLE
DAVE NEUMAN
GAME OPT 1



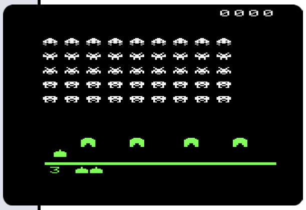
Space Instigators

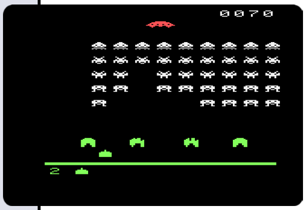
SPACE INSTIGATORS
VIDEO COMPUTER SYSTEM
GAME PROGRAM
XYPE
CT 2632

Developer	XYPE
Publisher	AtariAge
Release date	2002
Genre	Shooter
Mode	1 Player

Space Instigators is a version of the popular arcade game Space Invaders that can be seen as more faithful to the original than Atari's 2600 port. This version fits nine invaders in a row without flicker, an impressive feat on the Atari 2600. The graphics, colors and sounds are truer to the original version than Atari's effort.

Players can purchase Space Instigators in cartridge form, complete with an instruction card and plastic storage case, from the AtariAge Store.





Limited: 50
Regular: Yes

Space Treat

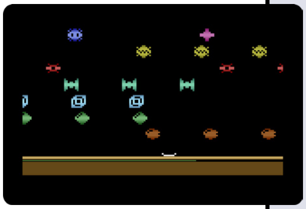
Developer	Fabrizio Zavagli
Publisher	Hozer Video Games
Release date	2002
Genre	Action
Mode	1 Player

In Space Treat, players control a ship that must reach the top of the screen, collect the tasty treat located there, and get it back to its base at the bottom.

Space Treat made its debut at the 2002 Classic Gaming Expo. The game came in a limited quantity of only 75 copies.

"atariage.com"

SPACETREAT



Limited: 75

game program™
SPACE TREAT
by Fabrizio Zavagli - CGE2k2 Edition
Cartridge made by Hozer Video Games
NTSC Version
S/N: 74

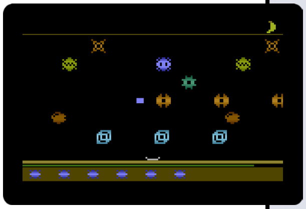
Space Treat Deluxe

Developer	Fabrizio Zavagli
Publisher	AtariAge
Release date	2003
Genre	Action
Mode	1 Player

The original version of Space Treat was released at the 2002 Classic Gaming Expo. This new version adds several improvements to the original, including:

- Scoring
- Hi-Score feature
- More stable graphics
- 7800 compatibility
- Wider emulators compatibility
- Various cosmetic and audio improvements

SPACETREAT
©2003 BY FABRIZIO ZAVAGLI
000000



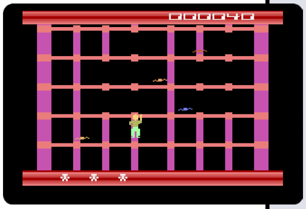
ATARI 2600
SPACE TREAT DELUXE
Use with Joystick Controller
© 2002 FABRIZIO ZAVAGLI
CARTRIDGE MADE BY ATARIAGE

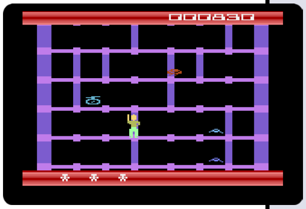
Squish 'Em

Developer	Bob Montgomery
Publisher	AtariAge
Release date	2007
Genre	Action
Mode	1 Player

The objective in Squish 'Em is to climb those 48-floor buildings to grab the cash-filled suitcase at the top of each one. Players also have to be on alert for falling bricks from above and watch out for creepy critters who've made these buildings their home. Once players reach the top of each building, they can grab the suitcase and continue to the next building.

"atariage.com"





©2007 Bob Montgomery
SQUISH 'EM

©2003
XYPE
STARFIRE
PROGRAMMED BY MANUEL POLIK
AtariAge
FOR 1 PLAYER WITH JOYSTICK

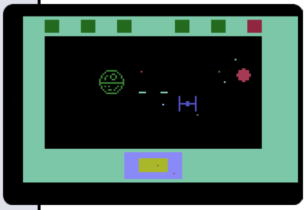
Star Fire

Developer	XYPE
Publisher	AtariAge
Release date	2003
Genre	Shooter
Mode	1 Player

Star Fire is a Atari 2600 game programmed by Manuel Polik. The game is a port of the 1979 arcade game of the same name created by David Rolfe and Ted Michon and released by Exidy. The game is a wave-based space shoot'em-up, with several surprises that players won't find in the original arcade game. It carefully tries to not only adopt most features of the original, but to enhance the gameplay whereever possible as well.

"atariage.com"

XYPE
presents
STAR
FIRE
Wave: 02
Score:
000000



Stell-A-Sketch
OKIE
DOKIE
For the Supercharger
RW-4202
RetroWare

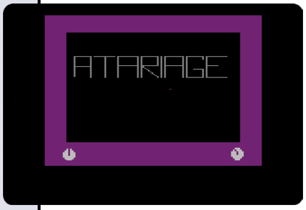
Stell-A-Sketch / Okie Dokie

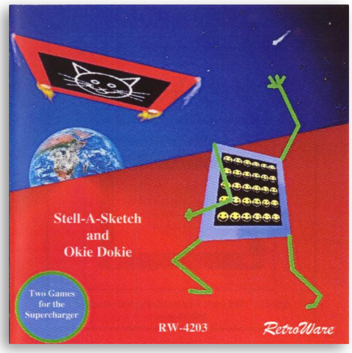
Developer	Bob Colbert
Publisher	Retroware
Release date	1997
Genre	Strategy
Mode	1 Player

Stell-A-Sketch is an Atari 2600 program that simulates the popular Etch A Sketch toy. It was written for the Supercharger, and would not be possible without the extra memory provided by the Supercharger. Both CD-ROM and Cassette versions were released, and Stell-A-Sketch was bundled with Okie Dokie. Unfortunately, the maker of the real Etch A Sketch, Ohio Art, forced Bob Colbert to stop selling Stell-A-Sketch.

"atariage.com"

RetroWare
presents
Stell
-A-
Sketch
by Bob Colbert




Stell-A-Sketch
and
Okie Dokie
Two Games
for the
Supercharger
RW-4203
RetroWare

Stell-A-Sketch / Okie Dokie

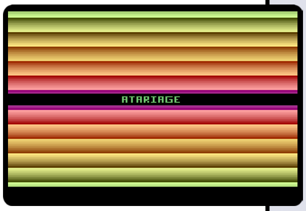
Developer	Bob Colbert
Publisher	Retroware
Release date	1997
Genre	Strategy
Mode	1 Player

This is the CD-ROM version of the game.

Stell-A-Sketch supports input via an Atari joystick, driving controllers, Amiga mouse, or Atari ST mouse.

RetroWare
presents
Stell
-A-
Sketch
by Bob Colbert

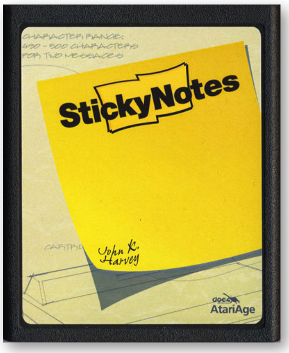
StickyNotes Cart



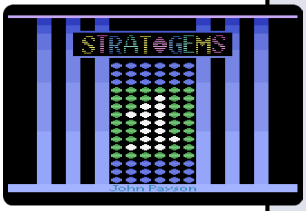
Developer	John K. Harvey
Publisher	AtariAge
Release date	2006
Genre	non-game
Mode	1 Player

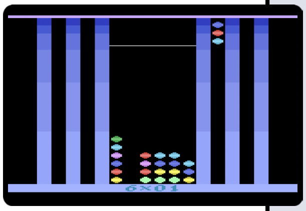
The StickyNotes cartridge displays a custom message on the Atari 2600, up to 990 characters in length. Players custom message will scroll by in a colorful display when their 2600 is powered up with this cartridge inserted. Optionally, two messages may be included, each 490 characters in length, toggled by pressing the joystick button.

Messages may be composed of letters, numbers, and most other characters found on a normal keyboard.


StickyNotes
John K. Harvey
AtariAge

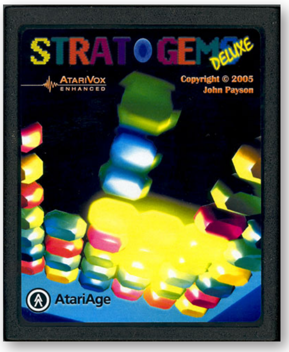
Strat-O-Gems Deluxe


STRAT◆GEMS
John Payson

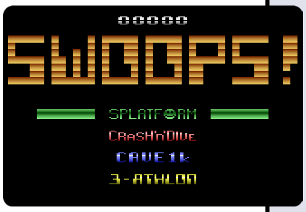


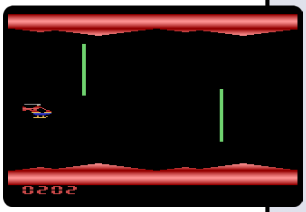
Developer	John Payson
Publisher	AtariAge
Release date	2005
Genre	Puzzle
Mode	1 Player

Strat-O-Gems Deluxe is a Atari 2600 game by John Payson, originally created for the 2005 Minigame Competition that bears similarities to Columns, Jewel Master, and Salu's Acid Drop. In Strat-O-Gems Deluxe, colored gems fall from the top of the screen in groups of three. Any time three or more adjacent gems of the same color line up vertically, horizontally, or diagonally they will disappear. Any gems above them will then fall down.


STRAT O GEMS DELUXE
AtariVox ENHANCED
Copyright © 2005 John Payson
AtariAge

SWOOPS!


SWOOPS!
SPLATFORM
CRASH'N'DIVE
CAVE 1K
3-ATHLON



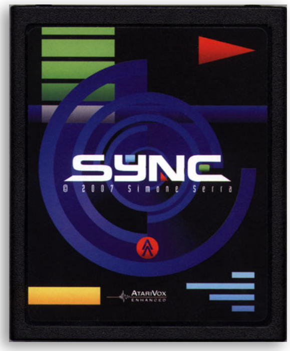
Developer	Thomas Jentzsch
Publisher	AtariAge
Release date	2005
Genre	Compilation
Mode	1 player

SWOOPS! is a collection of three 1K minigames that Thomas Jentzsch submitted in the 2004 Minigame Competition. Two of the games in this collection won first and second place in the 1K competition: Cave 1K won the category, and Splatform came in second place. The games are: Cave 1K, Splatform 2600 and Crash 'n' Dive.

"atariage.com"

SWOOPS!
a minigame collection by Thomas Jentzsch

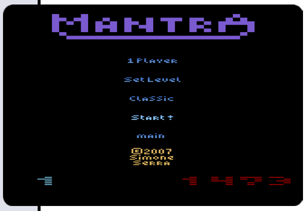
Sync

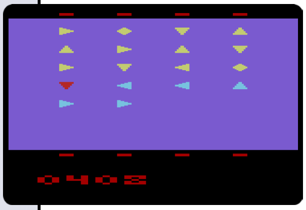


Developer	Simone Serra
Publisher	AtariAge
Release date	2007
Genre	Puzzle
Mode	1-2 Players

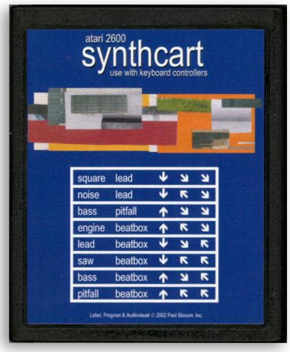
Sync is a unique collection of puzzle and rhythm games that require players to think fast and improve their dexterity to get higher scores. Sync includes seven games in total. Many of the games have a wide variety of settings for players to try to keep them interesting.

The games are; Mantra, Jitter (4K), Flow (4K) and Four.





Synthcart

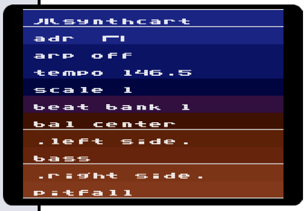


Developer	Paul Slocum
Publisher	AtariAge
Release date	2002
Genre	non-game
Mode	1 Player

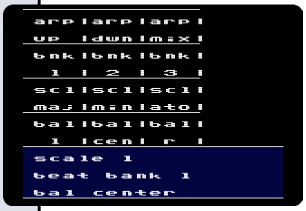
The Synthcart is a rather unique title for the 2600 that allows players to play music using a pair of keyboard controllers. Each keyboard controller controls one of the two oscillators in the Atari 2600.

AtariAge sponsored a Synthcart Beat Programming Contest in early 2002 to allow people to create and contribute beats to be included with the Synthcart.

"atariage.com"

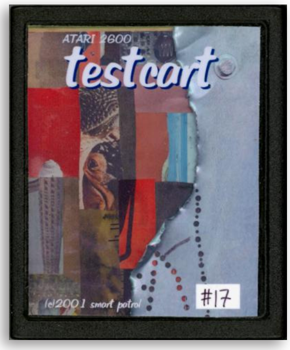


```
synthcart
adr
arp off
tempo 146.5
scale 1
beat bank 1
bal center
.left side.
bass
.right side.
pitfall
```



```
arp|arp|arp|
up |dwn|mix|
bnk|bnk|bnk|
 1 | 2 | 3 |
scl|scl|scl|
maj|min|ato|
bal|bal|bal|
 l |cen| r |
scale 1
beat bank 1
bal center
```

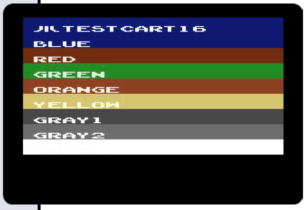
Testcart



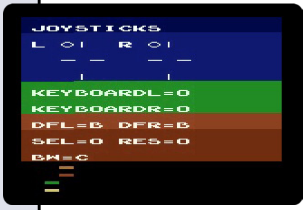
Developer	Paul Slocum
Publisher	AtariAge
Release date	2001
Genre	non-game
Mode	1 Player

The Testcart is a cartridge that allows users to test Atari 2600 consoles and controllers. When they power up a 2600 with this cartridge inserted, it first displays a test pattern and plays some music to verify that the sound and video are working. It then switches to a screen where the controller switches, joysticks, keyboard controllers and paddles may all be tested.

The Testcart may be purchased in cartridge form complete with manual from the AtariAge Store.



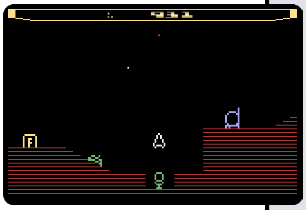
```
TESTCART16
BLUE
RED
GREEN
ORANGE
YELLOW
GRAY1
GRAY2
```



```
JOYSTICKS
L      R
KEYBOARDL=0
KEYBOARDR=0
DFL=B  DFR=B
SEL=0  RES=0
BW=C
```

Thrust

THRUST
V1.2
©2000
THOMAS
JENTZSCH
PRESS FIRE



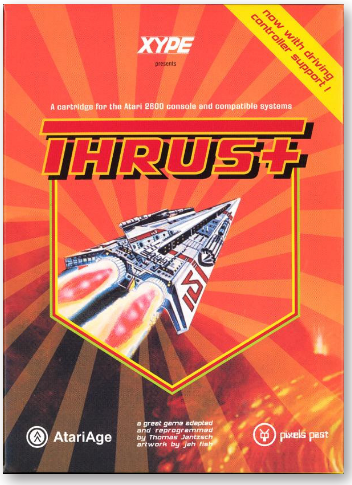
ATARI 2600/7800
©2000 THOMAS JENTZSCH
THRUST

Developer	XYPE
Publisher	Hozer Video Games
Release date	2000
Genre	Action
Mode	1 Player

As a Resistance fighter, the player must fly into enemy lines in order to steal Klystron Pods to power more advanced starships, using your tractor beam to take them. A network of mounted guns are aiming to shoot the player down – these can be disabled by shooting their power source, but eventually this will explode, forcing the player to flee. Some of the later levels feature reverse gravity, which increases the difficulty of the gameplay.

Thrust+ DC Edition

THRUST
V1.2
©2000
THOMAS
JENTZSCH
PRESS FIRE


XYPE
presents
now with driving controller support!
A cartridge for the Atari 2600 console and compatible systems
THRUST
AtariAge
pixels past

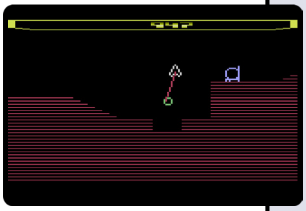
Developer	XYPE
Publisher	AtariAge
Release date	2002
Genre	Action
Mode	1 Player

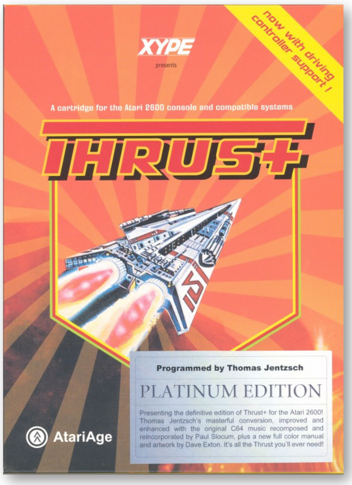
Thrust+ DC Edition is an iteration of Thomas Jentzsch's popular Atari 2600 conversion of the Commodore 64 game Thrust. Fans of Gravitar will feel right at home in Thrust+, and this is a sophisticated and challenging game for the 2600. Thrust+ DC Edition also supports a wide range of controllers, including joysticks, driving controllers, CBS Booster Grip, and a 2600-compatible foot pedal controller.

"atariage.com"

Thrust+ Platinum

THRUST
V1.8
©2003
THOMAS
JENTZSCH
-XYPE-
PRESS FIRE



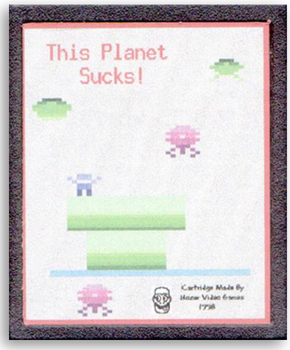

XYPE
presents
now with driving controller support!
A cartridge for the Atari 2600 console and compatible systems
THRUST
Programmed by Thomas Jentzsch
PLATINUM EDITION
AtariAge

Developer	XYPE
Publisher	AtariAge
Release date	2003
Genre	Action
Mode	1 Player

XYPE programmers Thomas Jentzsch and Paul Slocum joined forces to create Thrust+ Platinum, an updated version of Thomas Jentzsch's Atari 2600 port of the Commodore 64 classic. Thrust+ Platinum is now enhanced with a great title theme composed by Paul Slocum, as well as several other audio enhancements. These audio enhancements add further polish to what was already a great homebrew game.

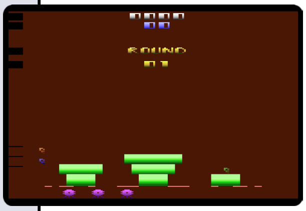
"atariage.com"

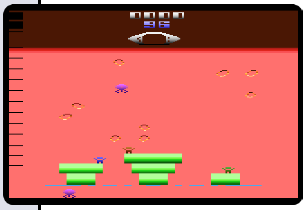
This Planet Sucks


This Planet
Sucks!
Cartridge Made By
Hozer Video Games
1998

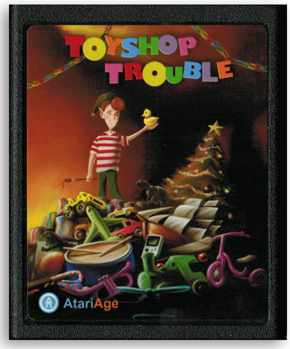
Developer	Greg Troutman
Publisher	Hozer Video Games
Release date	1998
Genre	Action
Mode	1 Player

This Planet Sucks was Greg Troutman's first game for the Atari 2600 and is based on the Taito arcade game Lunar Rescue. The goal of the game is to rescue colonists trapped on the planet's surface, while avoiding the asteroid belt between the players mother ship and the colonists. In addition to fighting gravity and avoiding the asteroids, care must also be taken not to squash the poor colonists they're trying to save.





Toyshop Trouble

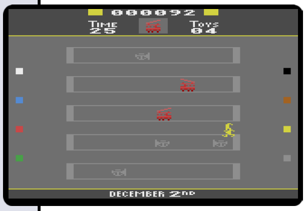

TOYSHOP
TROUBLE
AtariAge

Developer	Payson, Matley, Montgomery, Jentzsch, Strum
Publisher	AtariAge
Release date	2007
Genre	Action
Mode	1 Player

Toyshop Trouble is the 2007 re-release of the 2006 AtariAge Holiday Cart. In the game, Toyshop elves Patrick, Quincy, and Robert are laying on the beach, relaxing in the sun. Unfortunately for players, Patrick's idea of "painting" toys was dumping them all in a bucket of gray paint. While this technically fulfilled his associates' obligations, the toys still have to be painted properly.

"atariage.com"

TOYSHOP
TROUBLE


000092
TIME 25
TOYS 04
DECEMBER 2ND

Ultra SCSIcide

ultra
SCSIcide

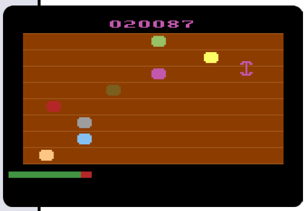
Developer	Joe Grand
Publisher	AtariAge
Release date	2005
Genre	Action
Mode	1 Player

Ultra SCSIcide is another version of SCSIcide, and contains several improvements over the original:

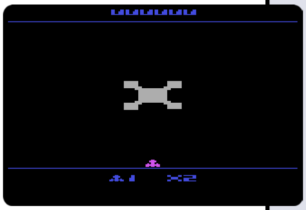
- Added support for joystick controllers.
- Fixed flicker.
- Changed background and data bit color palette.
- Reduced track size from 10 to 8 bits.
- Changed speed increase per level.
- Added a PAL version of the game.

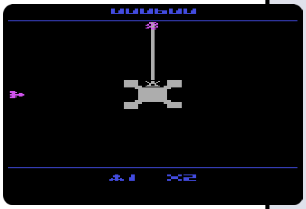
Including several other changes.

SCSIcide
J. Grand



Vault Assault



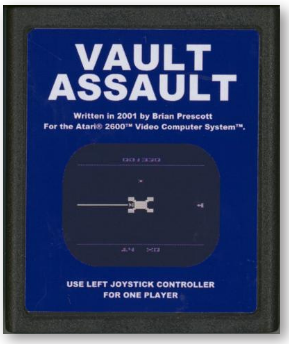


Limited: n/a
Regular: Yes

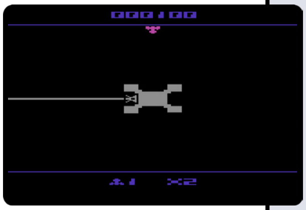
Developer	Brian Prescott
Publisher	Brian Prescott
Release date	2001
Genre	Action
Mode	1 Player

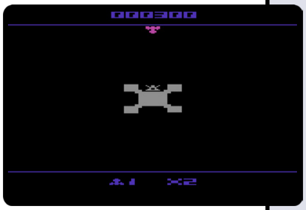
Vault Assault is a game based on the old arcade game Space Zap, written by Brian Prescott for the Atari 2600. Brian released Vault Assault in cartridge form at the 2001 Classic Gaming Expo, selling out all the copies he brought with him. The source code for Vault Assault is available on the Vault Assault home page.

"atariage.com"


VAULT ASSAULT
Written in 2001 by Brian Prescott
For the Atari® 2600™ Video Computer System™.
USE LEFT JOYSTICK CONTROLLER
FOR ONE PLAYER

Vault Assault Tournament Edition



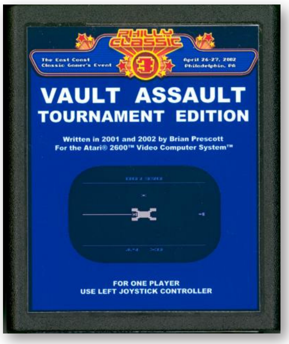


Limited: n/a

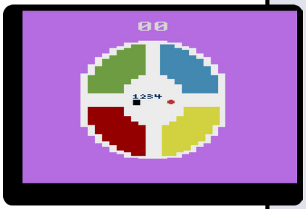
Developer	Brian Prescott
Publisher	Brian Prescott
Release date	2002
Genre	Action
Mode	1 Player

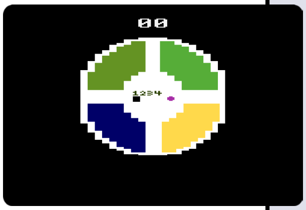
In the game players are stationed in a vault in the center of the screen, and must protect their base from an onslaught of enemy ships coming at them from four different sides. As the game progresses, the difficulty increases.

The Tournament Edition version was sold at Philly-Classic3.


PHILLY CLASSIC
3
VAULT ASSAULT
TOURNAMENT EDITION
Written in 2001 and 2002 by Brian Prescott
For the Atari® 2600™ Video Computer System™
FOR ONE PLAYER
USE LEFT JOYSTICK CONTROLLER

Video Simon



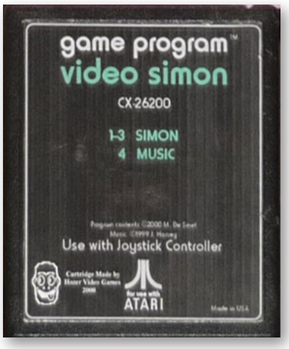


Developer	Mark De Smet
Publisher	Hozer Video Games
Release date	2000
Genre	Action
Mode	1 Player

Video Simon was made by Mark De Smet as a programming excersize. He did not have an actual Simon to imitate, so he had to go off of his memory of seeing one a decade or so ago.

The final version was released through Hozer Video Game.

"maxwell.fief.org"


game program™
video simon
CX-26200
1-3 SIMON
4 MUSIC
Use with Joystick Controller
ATARI

ATARI 2600
VONG
VONG
FOR YOUR HOME TV
ATARI
1 / 30
Use with Paddle Controllers
Program & Audiovisual © 2008 Rick Skrbina RS 01
NTSC

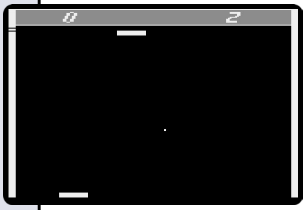
Vong

Developer Rick Skrbina
Publisher Rick Skrbina
Release date 2008
Genre Action
Mode 1-2 Players

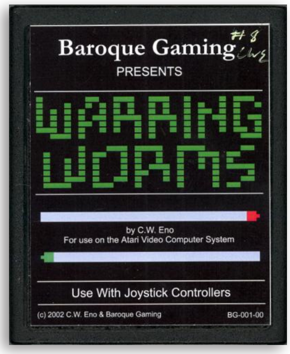
Vong is a homebrew game that plays like the classic arcade game Pong, but vertically instead of horizontally. Vong features six gameplay modes, two of which are hidden.

The normal modes are:
Game 1 = Single Player
Game 2 = Two Player
Left Difficulty A = Small Paddles
Left Difficulty B = Large Paddles

Vong
VERTICAL PONG
© 2008
RICK SKRBINA



Limited: 30


Baroque Gaming
#8
PRESENTS
WARRING WORMS
by C.W. Eno
For use on the Atari Video Computer System
Use With Joystick Controllers
(c) 2002 C.W. Eno & Baroque Gaming
BG-001-00

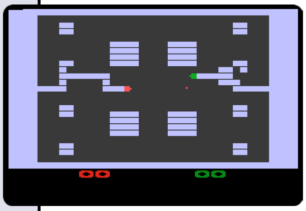
Warring Worms

Developer Baroque Gaming
Publisher AtariAge
Release date 2002
Genre Action
Mode 1-2 Players

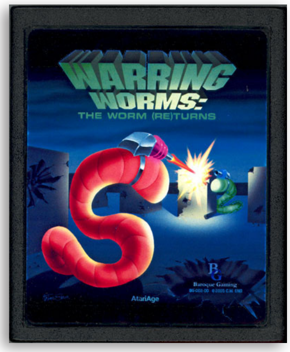
Warring Worms is like an advanced version of the classic Atari game Surround. While avoiding walls, each worm can shoot a cannon that will destroy a single block on the playing field, or kill the opposing worm. There are ten starting playfields, a single player and two player mode, and hostile environment games with a total of 80 game variations in all.

Warring Worms is the first release from Baroque Gaming.

Baroque Gaming Presents
WARRING WORMS
©2002



Limited: 100
Regular: Yes


WARRING WORMS:
THE WORM (RE)TURNS
Baroque Gaming
AtariAge

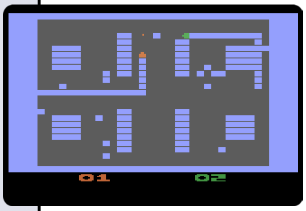
Warring Worms: The Worm (Re)Turns

Developer Baroque Gaming
Publisher AtariAge
Release date 2005
Genre Action
Mode 1-2 Players

This version of Warring Worms sports several significant improvements over the original game and the game has been doubled in size from 4K to 8K. Warring Worms: The Worm (Re)Turns includes a new game selection screen, where players can see all the original options as well as several new ones.

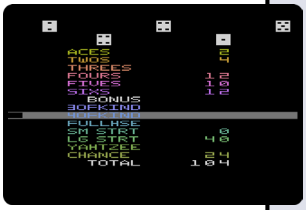
"atariage.com"

Baroque Gaming Presents
THE WORM (RE)TURNS
©2005



Yahtzee

YAHTZEE
BABYLON
2000



ACES	2
TWOS	4
THREES	
FOURS	12
FIVES	10
SIXS	12
BONUS	
3OFKIND	
4OFKIND	
FULLHSE	
SM STRT	0
LG STRT	40
YAHTZEE	
CHANCE	24
TOTAL	104

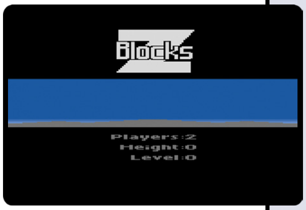
Developer	Russell Babylon
Publisher	Hozer Video Games
Release date	n/a
Genre	Strategy
Mode	1 Player

The game follows standard Yahtzee rules. The only exception is that players can only score extra Yahtzees as a Yahtzee (some versions of the rules allow players to score extra Yahtzees as combinations less than a Yahtzee). The game control is very intuitive. They use the left joystick to play the game.

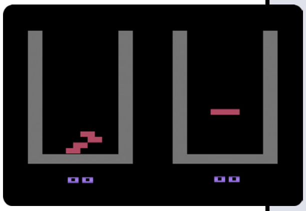
"atariage.com"

game program™
YAHTZEE
Use with Joystick Controller
Cartridge Made by Hozer Video Games

Z-Blocks



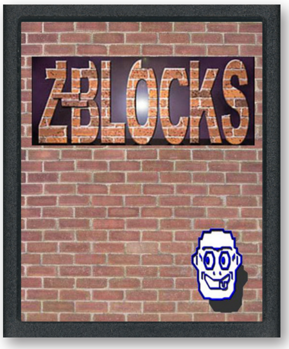
Players:2
Height:0
Level:0



Developer	Alex G.
Publisher	Hozer Video Games
Release date	n/a
Genre	Puzzle
Mode	1-2 Players

Ed Federmeyer became the first independent hobbyist to bring Tetris for Atari 2600 to life with Edtris in 1995, then Colin Hughes' impressive Tetris26 sprung to life three years later. Now, with Z-Blocks, Alex G. did both of them one better by creating a Tetris clone with multiplayer capabilities. In this adaptation of the classic puzzler, gameplay is pretty much like any other clone of Tetris.

"atarihq.com"



Since users on AtariAge wanted more homebrew games in the book, I included more pages on the topic. The extra pages I included are not alfabetical as that would mean I would have to re-arrange the games listet. Since I feel like that is alot of work and I don`t want to go through the hassel, I`l just list the other games at the next pages. I am sorry if that makes things a little messy, but i`m so far in the book that I just want this project done.

The games listed here are not every game. It is only a small part of the whole homebrew scene. Several more games have been released, both on downloadable ROMs and cartridges.

If yo want more information and more games, please visit.atari2600homebrew.com.

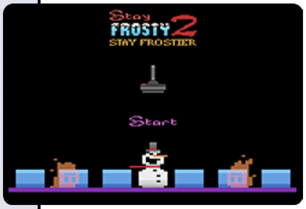
Stay
FROSTY 2
STAY FROSTIER
170
AtariAge Holiday Greetings 2014

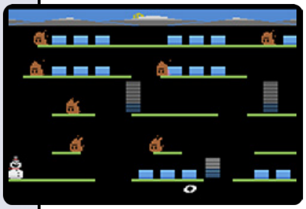
2014 AtariAge Holiday Cart: Stay Frosty 2: Stay Frostier

Developer	Darrell Spice Jr
Publisher	AtariAge
Release date	2014
Genre	Action
Mode	1 Player

Stay Frosty 2 marks the return of the AtariAge Holiday Greetings Cart. The initial run of the game was numbered, but the game is now sold in an "Unlimited" form, and the labels were changed to remove the "Holiday Greetings" text and the space for the number.

In the game players extinguish fireballs, either by throwing snowballs or simply running over them.


Stay
FROSTY 2
STAY FROSTIER
Start



Limited: n/a

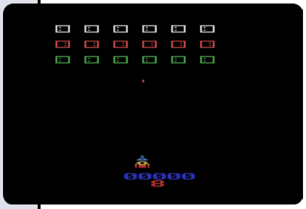
THE 2ND DIMENSION

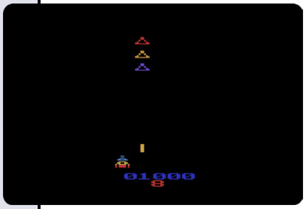
The 2nd Dimension

Developer	Gray Games and Snailsoftware
Publisher	Good Deal Games
Release date	2015
Genre	Shooter
Mode	1 Player

Players, as Todd, with their laser rifle have entered the 2nd Dimension. There they must do battle with various flying 2nd Dimensional Entities to save Earth from a most hostile invader.

"atari2600homebrew.com"





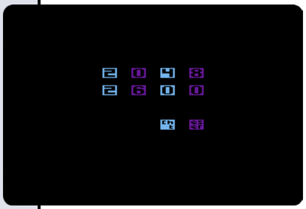
game program™
2048 2600
Use with Joystick Controllers
2048
Program & Audiovisual by Chester (@chesterbr)
Cartridge Art by Jenn Harrison (@jennofour)

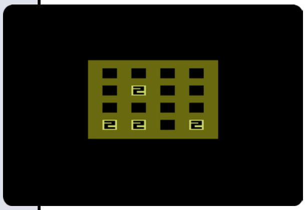
2048 2600

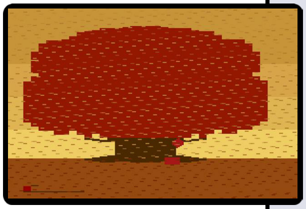
Developer	Chesterbr
Publisher	Good Deal Games
Release date	2014
Genre	Puzzle
Mode	1 Player

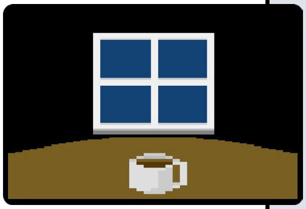
In this sliding block puzzel game, players must slide numbered tiles on a grid to combine them and create a tile with the number 2048. It may be compared to Candy Crush for math geeks.

"atari2600homebrew.com"







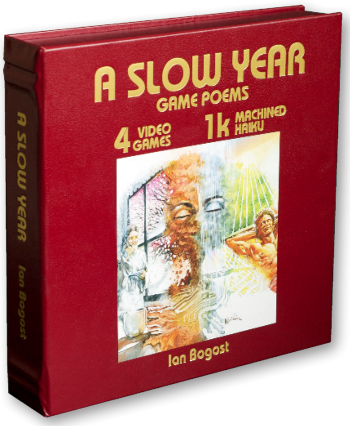


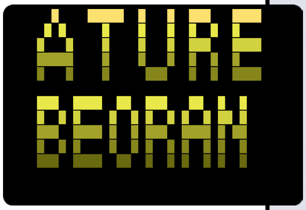
A Slow Year

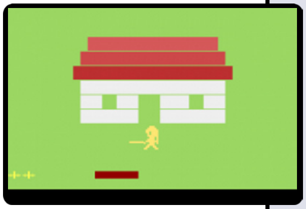
Developer	Ian Bogost
Publisher	Ian Bogost
Release date	2010
Genre	Other
Mode	1 Player

A Slow Year is a collection of four games, one for each season, about the experience of observing things. These games are neither action nor strategy: each of them requires a different kind of sedate observation and methodical input. The game attempts to embrace maximum expressive constraint and representational condensation. One can call them game poems.

“bogost.com”


A SLOW YEAR
GAME POEMS
4 VIDEO GAMES
1k MACHINED HAIKU
Ian Bogost
A SLOW YEAR
Ian Bogost


ATURE
BEORAN



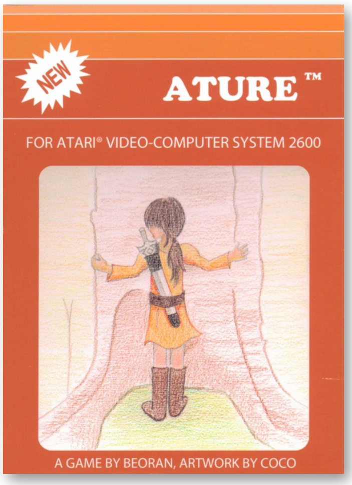
Limited: (T.M.G) 15
Limited: (C.G.K) 30

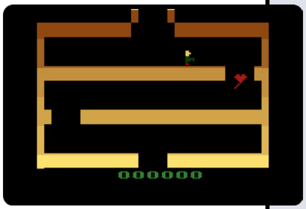
Ature

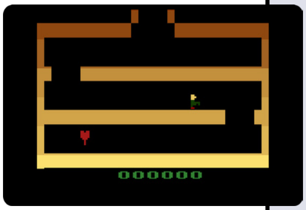
Developer	Beoran
Publisher	Beoran, Cowlitz Gamers For Kids
Release date	2011
Genre	Action-adventure
Mode	1 Player

Ature is a action adventure game that resembles the NES game Zelda. Players takes the role of Signe, the youngest in the line of the Gemma. Her father, Dyon, trained her in the arts of sword fighting, and when she reached 20 years of age, she were handed the Mystic Medallion, sign that henceforth she would be the Protector of the Tree.

“atari2600homebrew.com”


NEW
ATURE™
FOR ATARI® VIDEO-COMPUTER SYSTEM 2600
A GAME BY BEORAN, ARTWORK BY COCO



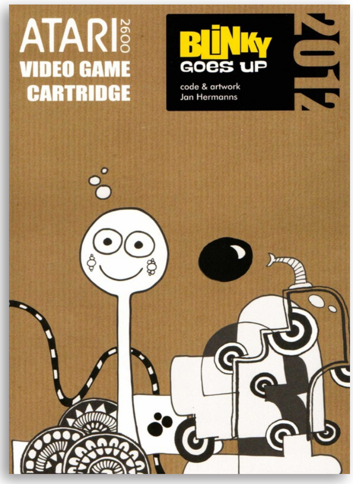


Balloon Protest

Developer	Bill Osmulski
Publisher	Good Deal Games
Release date	2011
Genre	Action
Mode	1 Player

During the Madison protests, protesters started bringing heart shaped balloons into the Capitol and releasing them in the rotunda. Their goal was to fill up the dome with these balloons. One day a staffer, who was going crazy from the months of protest chanting and singing in the building, snapped. He grabbed a letter opener and tried to pop these balloons. So in the game, players try to navigate heart shaped balloons up into the Capitol dome, while dodging the enraged staffer.

game program™
BALLOON PROTEST
Use with Joystick Controllers
Program & Audiovisual © 2011 Iron Badger Media

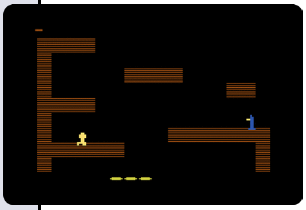

ATARI 2600
VIDEO GAME CARTRIDGE
BLiNKY GOES UP
code & artwork
Jan Hermanns
2012

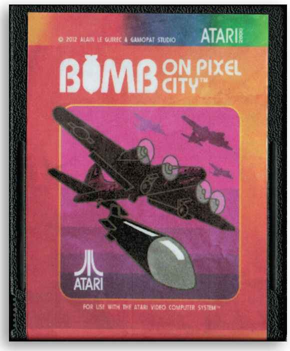
Blinky Goes Up

Developer	Jan Hermanns
Publisher	AtariAge
Release date	2013
Genre	Platformer
Mode	1 Player

Blinky Goes Up is an original platform game by Jan Hermanns. The goal is to ascend through each level in this vertical scrolling platformer, collecting every gold nugget along the way. Players receive an extra life for every four told nuggets they collect. And they may need them, as there are villains working to block their path: Tooby, Bolly, and Shooty. To compound matters, if players fall or jump from a platform and don't land on another, they'll lose a life.

BLiNKY
GOES UP
mmXII
JAN HERMANNS




© 2012 ALAIN LE GUIREC & GAMOPAT STUDIO
ATARI 2600
BOMB ON PIXEL CITY™
ATARI
FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM™

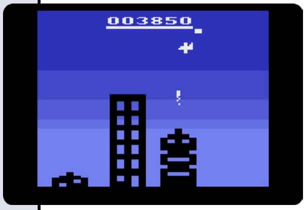
Bomb on Pixel City

Developer	Gamopat Studio
Publisher	Hozer Video Games, Good Deal Games
Release date	2012
Genre	Action
Mode	1 Player

Players is a crazy retina fanboy and they want to destroy the old Pixel City. They have to pilot their bomber over 10 levels to destroy all the buildings (and maybe flatten a tree or two).

"atari2600homebrew.com"

BOMB
ON
PIXEL
CITY



The Byte Before Christmas

The Byte Before Christmas

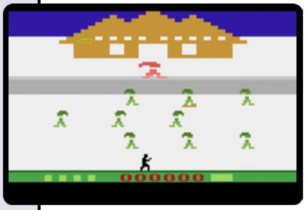
Developer	Kitchen, Holcomb, Hardin, Saarna
Publisher	AtariAge
Release date	2014
Genre	Compilation
Mode	1 Player

The Byte Before Christmas is a collection of four holiday-themed games for the Atari 2600. When players fire up The Byte Before Christmas, they'll be presented with a menu that allows them to select from one of the four games;

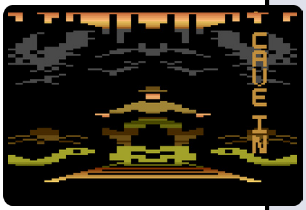
- Santa's Scabs
- Christmas Adventure
- Bell Hopper
- Naughty List

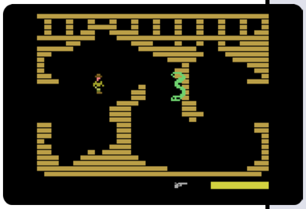
"atariage.com"

AtariAge
PRESENTS
The Byte Before Christmas



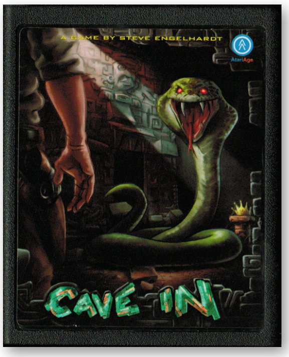
Cave In





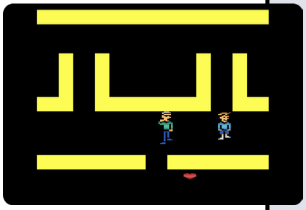
Developer	Steve Engelhardt
Publisher	AtariAge
Release date	2010
Genre	Adventure
Mode	1 Player

Players take the role of an adventurer who has set out to find an ancient lost crown. Legend says the crown broken into three pieces and hidden in an old abandoned mine. The crown can only be reassembled in the ancient throne room, which is also hidden in the mine. As players enter the mine, the entrance caves in and they realize that they're stuck - now they have two things on their mind, finding the lost crown and finding a way out of the mine.


A GAME BY STEVE ENGELHARDT
AtariAge
CAVE IN

CGE Adventures

WELCOME
TO CGE
ADVENTURES
LAS VEGAS
RetroGaming Roundup
presents

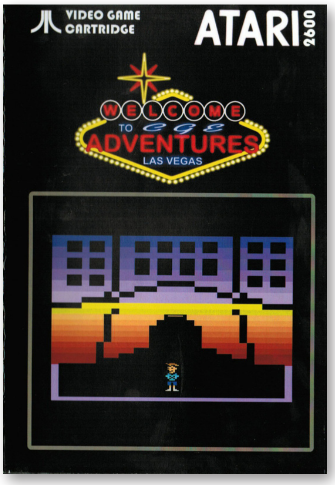


Limited: 100

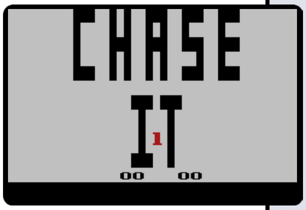
Developer	RetroGaming Roundup
Publisher	Game Gavel
Release date	2013
Genre	Adventure
Mode	1 Player

The game is based on a true story from CGE 2010 when the RetroGaming Roundup crew were interviewing a classic gaming celebrity while a strange fellow made off with not one, but a whole spindle of 100 of the Podcast Promo CDs. Through investigation and deduction the thief was identified and has now come to be famously known as the Deaf CD Thief.

"retrogamingroundup.com"


VIDEO GAME CARTRIDGE
ATARI 2600
WELCOME
TO CGE
ADVENTURES
LAS VEGAS

Chase It!


CHASE
IT
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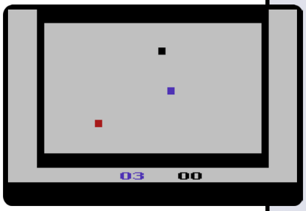


Limited: 30

Developer	Alan W. Smith
Publisher	Good Deal Games
Release date	2010
Genre	Action
Mode	1-2 Players

In Chase It!, red squares appear upon the screen, and it is the players job to collide with them before the opponent. Some variations of the game have barriers that complicate the race. This 16k game is complete with twenty game variations and a demo mode. The first nine variations are two-player games, and games ten through fifteen are single player challenges.

"atari2600homebrew.com"

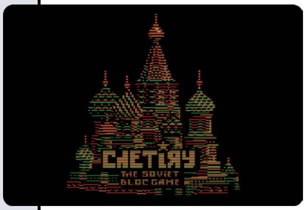
ATARI 2600
CHASE IT!
CHASE
IT!
Use with Joystick Controllers
Program & Audiovisual © 2010 Alan W. Smith
Distributed by Good Deal Game's Homebrew Heaven

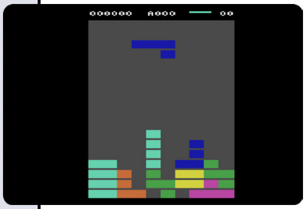
Chetiry

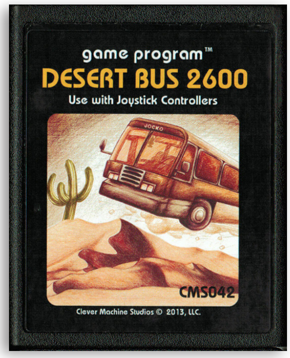
Developer	Chris Walton, Fred Quimby, Zach Matley
Publisher	AtariAge
Release date	2012
Genre	Puzzle
Mode	1 Player

Chetiry is a puzzle game for the Atari 2600. The objective is to combine falling shapes of 4 squares (tetrominoes) into continuous horizontal lines of 10 squares, which will remove them from the grid. “Chetiry” is a loose translation of the Russian word “Four”.

“atari2600homebrew.com”


CHETIRY
THE SOVIET BLOC GAME



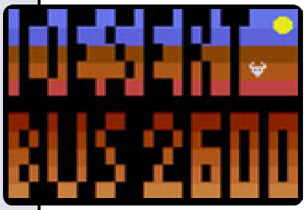

game program™
DESERT BUS 2600
Use with Joystick Controllers
CMS042
Clever Machine Studios © 2013, LLC

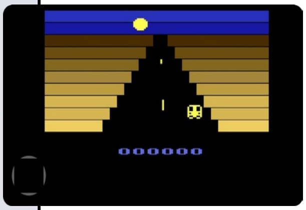
Desert Bus 2600

Developer	n/a
Publisher	Clever Machine Studios
Release date	2013
Genre	“Racing”
Mode	1 Player

This is a remake of the legendary unreleased SegaCD gaming classic. The goal of the game is drive a bus from Tucson, Arizona all the way to Las Vegas, Nevada.

The game was released in a limited quantity. It came with a cartridge, manual, box and a air fresherner.

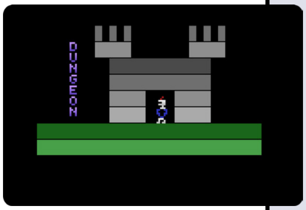

DESERT
BUS 2600

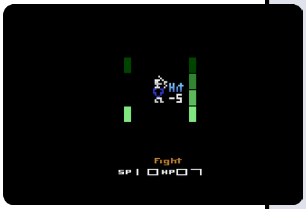


Limited: n/a

TAKE THE ROAD LESS TRAVELED
ORDER NOW
DESERT BUS 2600
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
1 VIDEO GAME
ONE PLAYER
DESERT BUS 2600
GAMEPROGRAM™ INSTRUCTIONS
clever MACHINE STUDIOS
game program™
DESERT BUS 2600
Use with Joystick Controllers
CMS042
DESERT BUS 2600
SPECIAL FEATURE
Use your Joystick Controllers with this ATARI® Game Program™ cartridge.

Dungeon

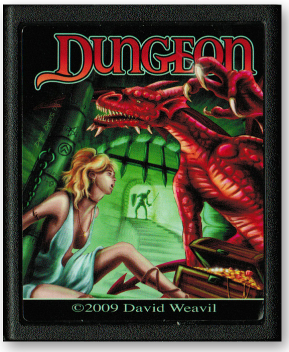




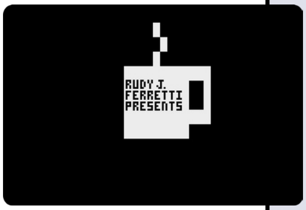
Developer	David Weavil
Publisher	AtariAge
Release date	2009
Genre	Action-adventure
Mode	1 Player

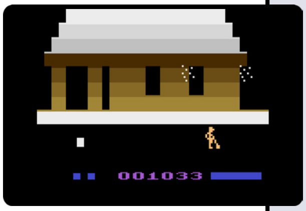
Dungeon is a turn-based assault in a dark and dangerous multi-level labyrinth. Along the way players encounter a variety of creatures hell-bent on their destruction. Aiding them in their quest is their spell book, chests containing magical items, and many wonders hidden in the dark depths of the dungeon. The goal of the game is to rescue the princess and make it out alive.

"atari2600homebrew.com"



Endless Snow



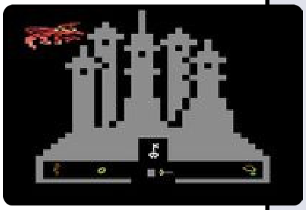
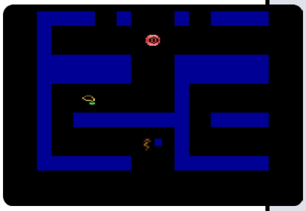


Developer	Rudy J. Ferretti
Publisher	Rudy J. Ferretti
Release date	2013
Genre	Action
Mode	1 Player

Players find themself in survival mode, shoveling snow, dodging hail and deadly icicles. Players have a freeze bar indicator to the right on the screen. Periodically they must grab the hot chocolate from the window. If the freezer bar runs out they freeze to death. As the waves and difficulty increases the freezer bar will deplete quicker and objects will become harder to avoid. The only escape is to get 999,999 points.

Rudy J. Ferretti © 2013

Epic Adventure

Developer	Red Knight Games
Publisher	AtariAge
Release date	2012
Genre	Adventure
Mode	1 Player

The mission is to recapture the Golden Chalice and return it to the castle gate. The quest will be an arduous one, as the Chalice is protected by Orcs, a Cave Troll, and a Winged Dragon. If players manage to best these creatures, they'll have to seize the Chalice from the Evil Magician himself. But before players can actually see the Chalice, they must first snuff out the shadowing magic of the Dragon, as the Chalice will only appear once the Dragon has been slayed.

EPIC ADVENTURE
VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS
© 2011 Red Knight Games

ATARI 2600
ESCAPE IT!
GOOD DEAL GAMES
Program & Audiovisual 2011 Alan W. Smith
Distributed by Good Deal Game's Homebrew Heaven

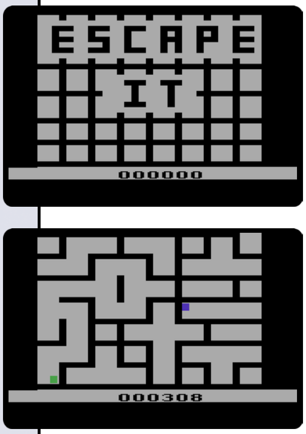
Escape It!

Developer	Alan W. Smith
Publisher	Good Deal Games
Release date	2011
Genre	Maze
Mode	1-2 Players

Escape It! is based on the European VideoPac (Odyssey2) game "Labyrinth." It is a two-player race to the exit game through a maze that is constantly changing while players navigate through the maze.

The game had a limited run of only 30 copies.

"atari2600homebrew.com"


ESCAPE IT
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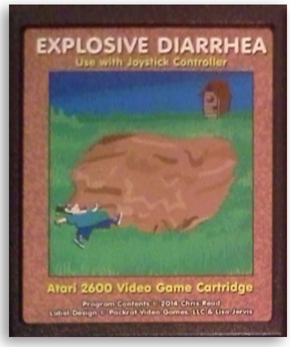
Limited: 30

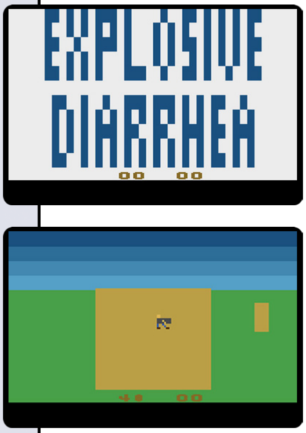

EXPLOSIVE DIARRHEA
Use with Joystick Controller
Atari 2600 Video Game Cartridge

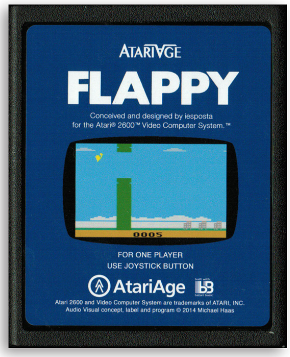
Explosive Diarrhea

Developer	Chris Read
Publisher	Packrat Video Games
Release date	2014
Genre	Action
Mode	1 Player

Someone at the Redneck family reunion forgot to check if the clams were any good before serving them. Turns out they weren't. So now everyone has to go to the bathroom. Unfortunately for the Rednecks, they held their family reunion next to a minefield and the outhouse is on the other side of it. The goal is to guide the Rednecks to the outhouse.

"packratvg.com"


EXPLOSIVE
DIARRHEA

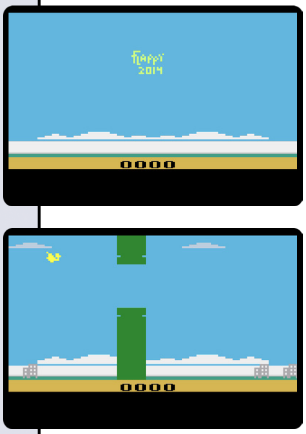

ATARIAGE
FLAPPY
Conceived and designed by iesposta
for the Atari® 2600™ Video Computer System.™
FOR ONE PLAYER
USE JOYSTICK BUTTON
AtariAge

Flappy

Developer	Michael Hass
Publisher	AtariAge
Release date	2014
Genre	Action
Mode	1 Player

Flappy is an Atari 2600 take on the popular (and somewhat infamous at this point) Flappy Bird game that first appeared on the iPhone. Like its iOS brethren, Flappy is a fairly simple game. Pressing the joystick button causes the bird to flap, and the more it flap, the higher it climb. The goal is to line up the bird so it passes through the oncoming pipes. If it run into a pipe, it's game over.

"atari2600homebrew.com"


FLAPPY
2014
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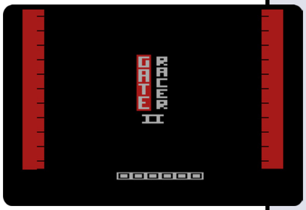
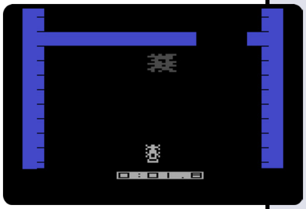
Gate Racer 2


GATE
RACER
II



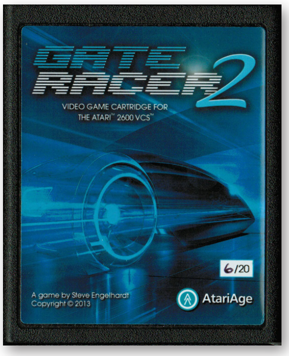
Limited: 20

Developer	Steve Engelhardt
Publisher	AtariAge
Release date	2013
Genre	Racing
Mode	1 Player

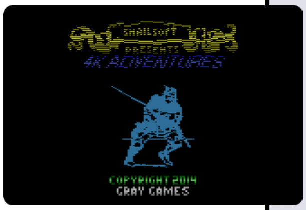
Gate Racer II is a racing game. Players must avoid the oil slicks and dodge their way through openings. The game is compatible with the SaveKey which allows users to save high scores.

It had a limited release of 20 copies.

“atari2600homebrew.com”


GATE RACER 2
VIDEO GAME CARTRIDGE FOR THE ATARI™ 2600 VCS™
6/20
A game by Steve Engelhardt
Copyright © 2013
AtariAge

Goblin Chaser


SNAILSOFT
PRESENTS
4K ADVENTURES
COPYRIGHT 2014
GRAY GAMES

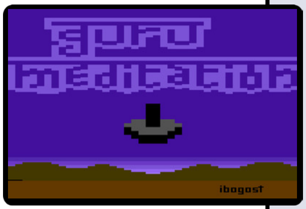
Developer	Gray Games and Snailsoftware
Publisher	Good Deal Games
Release date	2014
Genre	Adventure
Mode	1 Player

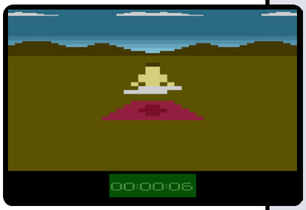
In this game, Lord Gray has requested the players attendance at his Castle. He requests their help pushing back the goblin invasion before it is too late. The players are a great warrior who must seek out and slay the evil goblins who are infesting the Kingdom of Zumwalt.

“atari2600homebrew.com”

SnailSoft
presents
Goblin Chaser
A SINGLE PLAYER GAME THAT ONLY TAKES 10 MINUTES.
GRAY GAMES

Guru Meditation

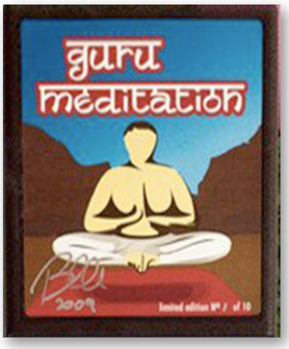

guru
meditation
ibogost



Limited: 10

Developer	Ian Bogost
Publisher	Ian Bogost
Release date	2009
Genre	Action
Mode	1 Player

Legend has it, Amiga’s developers became so frustrated while programming the Amiga computer operating system, as a relaxation technique, they practiced sitting absolutely still on the company’s Atari Joyboard peripheral - and from that came Amiga’s Guru Meditation fatal error messages. Paying homage to the lore, Ian Bogost created Guru Meditation, a relaxation game for Atari VCS that has players sitting cross-legged on a Joyboard. So long as the player sits still, an on-screen character will levitate.


guru
meditation
2009

VIDEO GAME CARTRIDGE
ATARI® 2600 VCS™
ATARI 2600
HALO 2600
AtariAge
USE WITH JOYSTICK CONTROLLER
PROGRAMMED BY EDDY FRIES

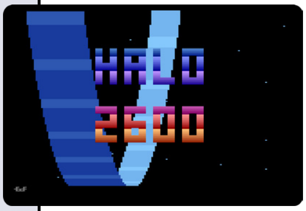
Halo 2600

Developer	Ed Fries
Publisher	AtariAge
Release date	2012
Genre	Adventure
Mode	1 Player

Players, as Master Chief, is all that remains of a classified military project to build a series of genetically enhanced super-soldiers. He is hunamity's last and best hope against the Covenant - but Master Chief is woefully out-matched, and survival is not guaranteed.

Players must battle their way through the massive world that is halo, defeat the Covenant, and save humanity.

"atari2600homebrew.com"



Limited: 50
Regular: Yes

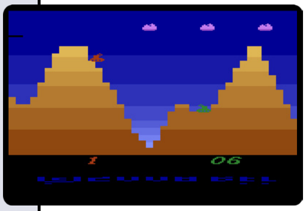
INCOMING!
COPYRIGHT ©2008 BEN LARSON
USE WITH JOYSTICK CONTROLLERS
ONE OR TWO PLAYERS

Incoming!

Developer	Ben Larson
Publisher	AtariAge
Release date	2008
Genre	Shooter
Mode	1-2 Players

'Incoming!' is an artillery shooting game that can be played between two players, or between one player and the computer. The game is played in rounds. Each round of the game features two tanks, one red and one green, squaring off against one another across a side-view 2-dimensional battlefield. The object is to destroy the other player's tank by lobbing shells across the board and hitting him.

"atari2600homebrew.com"



JUNO FIRST
AtariAge

Juno First

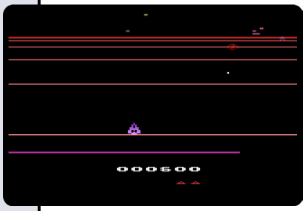
Developer	Chris Walton
Publisher	AtariAge
Release date	2009
Genre	Shooter
Mode	1 Player

Juno First is an Atari 2600 version of the 1983 Konami arcade game of the same name. The objective of the game is very simple: destroy the aliens, capture enemy astronauts, and survive for as long as possible.

If players have an AtariVox or AtariVox+ connected, they will pick up enemy communications over the radio. Some of it may be useful, but some of those aliens can be downright rude.

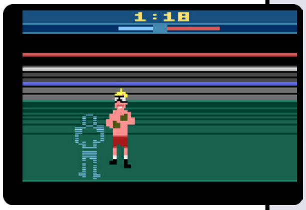
"atariage.com"

JUNO
FIRST
SCORE TABLE:
FIRE TO PLAY



K.O. Cruiser

K.O.
Cruiser
LEVEL



Developer	Devin Cook
Publisher	AtariAge
Release date	2010
Genre	Sports
Mode	1 Player

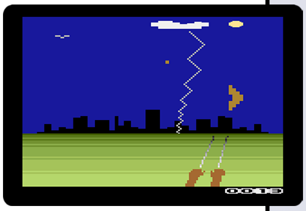
K.O. Cruiser is a boxing game that harkens back to the arcade classic Punch-Out!. Players control the transparent outline of a boxer, throwing punches and dodging blows from the opponents. They win by either knocking them out or going the distance and getting the judges' decision. If players get knocked down, they have only seconds to get back up before they're counted out.

"atari2600homebrew.com"

game program
K.O. CRUISER
Use with Joystick Controller
ROUND 3
Copyright ©2010 Devin Cook • Produced by AtariAge

Kite

KITE!
ELLIOT
Action and Fun
(c)2009
S.Quernhorst



Developer	Simon Quernhorst
Publisher	Simon Quernhorst
Release date	2009
Genre	Sports
Mode	1 Player

Players control a kite with lines attached to handles in both of their hands. Pulling each line makes the kite turn into this direction. They must try to collect as many dots as possible and avoid any collision with lightning, the bird and of course the ground. The kite can take three hits of the lightning or the bird before it crashes.

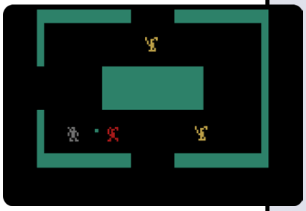
This game is PAL only, Currently there is no NTSC version.

Limited: 30
Regular: Yes

KITE!
© 2009 Simon Quernhorst
PAL

The Last Ninja

THE LAST
NINJA

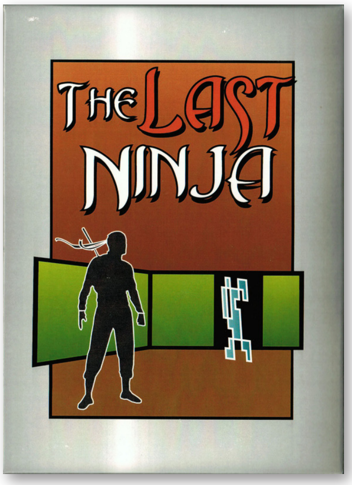


Developer	Ryan Cope
Publisher	Atari2600.com
Release date	2007
Genre	Action
Mode	1 Player

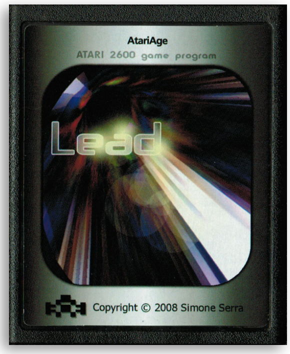
Players take the role of the Last Ninja. Hunted to extinction by the Emperor, the ninja stood alone against his army. After many long battles, the ninja have driven the Emperor to his maze garden for refuge. Players must hunt him down and destroy him to rebuild the proud heritage.

"atari2600homebrew.com"

Limited: 20
Regular: 150


THE LAST
NINJA

Lead


AtariAge
ATARI 2600 game program
Lead
Copyright © 2008 Simone Serra

Developer	Simone Serra
Publisher	AtariAge
Release date	2008
Genre	Shooter
Mode	1 Player

Lead is a fast paced Atari 2600 shooter that will keep players on their toes. There are four types of stages: “Fire”, in which they must shoot enemies down. “Dodge” where they must dodge asteroids plummeting towards them. “Scramble” where they must avoid sentinels. And “Catch” stages where they must catch satellites.

The game features two variations: Lead 1K and Lead 4K.

LEAD
Start
Options
©2008 Simone Serra
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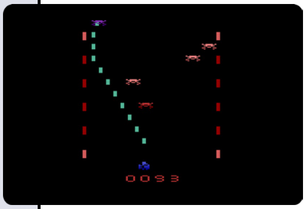


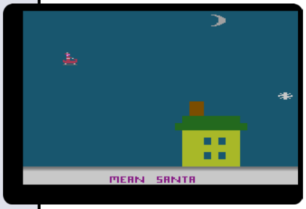
Mean Santa

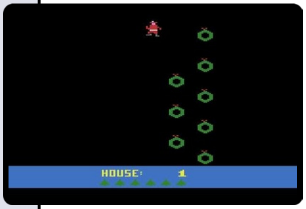
ATARI 2600 VIDEO GAME CARTRIDGE
MEAN SANTA

Developer	John K Harvey
Publisher	2600 Connection
Release date	2010
Genre	Action
Mode	1 Player

Instead of leaving lumps of coals in the stockings of the naughty children, Santa has decided to teach them a lesson - and no rogue wind currents, bad weather, or guard dogs are going to get in his way.

The game consist of two screens. On one, the object is to fly Mean Santa’s sleigh through the night sky and safely land on a house roof. Once inside the house, it’s time for Mean Santa to get to work. Here, he is stealing all the wreaths in the house.





Limited: 100
Regular: Yes

Miss It!

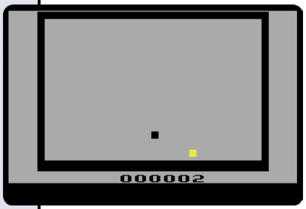
ATARI 2600
MISS IT!
Use with Joystick Controllers
Program & Audiovisual © 2011 Alan W. Smith
Distributed by Good Deal Game's Homebrew Heaven

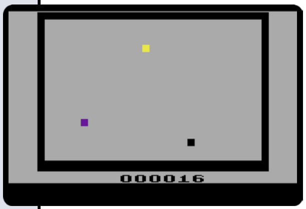
Developer	Alan W Smith
Publisher	Good Deal Games
Release date	2011
Genre	Action
Mode	1 Player

In the fast-paced game of MISS IT!, players must avoid all the enemies moving and bouncing around the screen. As time passes, the speed and quantity of enemies grow until it becomes an impossible frenzy. The game ends upon a collision.

The game had a limited run of 50 copies through Hozer Video Games.

“atari2600homebrew.com”

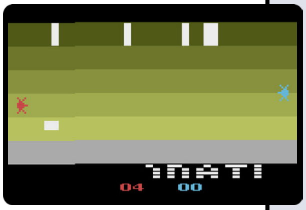




Limited: 50

MMSBC

MMSBC
PRESS FIRE



Limited: 30

Developer	Jason Santuci
Publisher	Bitpop
Release date	2012
Genre	Action
Mode	1-2 Players

In MMSBC, a strange visitor from another planet has granted a band of Cincinnati natives extraordinary powers to fend off an incoming invasion from Queen Amista and her horde of evil. The Periodical Cicadas appear, simultaneously, only once every 17 years, and Queen Amista has had her sights set on building the ultimate insect army. Now, it's up to the players to fend off an invasion, and save the city before Amista and her crew enslave the planet.

ATARI 2600 VIDEO GAME CARTRIDGE
MMSBC
MONSTER MANAGEMENT SECURITY BUREAU OF CINCINNATI

MMSBC II

MMSBC II
LOUISVILLE
ARCADE EXPO
PRESS FIRE

LOUISVILLE
000022

Limited: 30

Developer	Jason Santuci
Publisher	Bitpop
Release date	2013
Genre	Action
Mode	1-2 Players

In this sequel, Queen Amista has invaded Louisville with space mutants bred for negativity. Players must keep the cities morale intact by sending her fleet back into therapy.

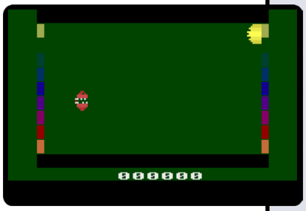
The game was first Offered at the ArcadeRX 2013 in a limited releases of 30 copies.

"atari2600homebrew.com"

VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
ATARI 2600
MMSBC
MONSTER MANAGEMENT SECURITY BUREAU OF CINCINNATI
II

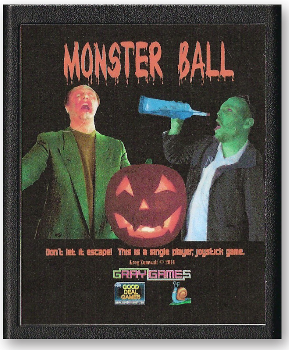
Monster Ball

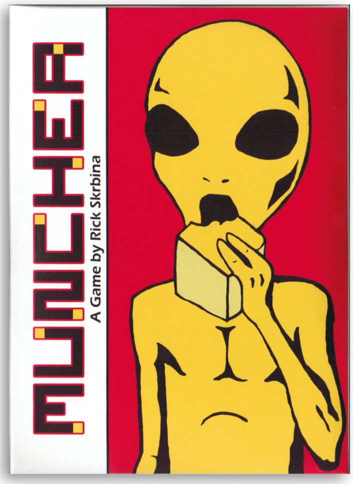
MONSTER
BALL
020090



Developer	Gray Games and Snailsoftware
Publisher	Good Deal Games
Release date	2014
Genre	Action
Mode	1 Player

It is Halloween and a living crazy jackolatern is on the loose gobbling up candy and people in the quiet town of Foster. Greg decides to go to the local graveyard and cast the spell Animate Dead. Through the black dirt came forth two drunk zombies Charles and Derek. Since Greg has mind control over these undead creatures he send the zombies Charles and Derek to bounce out this wicked jackolatern out of town once and for all.


MONSTER BALL
Don't let it escape! This is a single player, joystick game.
GRAYGAMES
GOOD DEAL GAMES

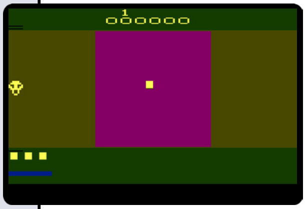

MUNCHER
A Game by Rick Skrbina

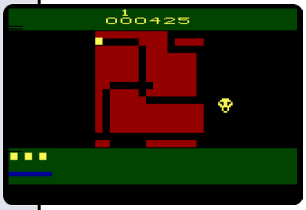
Muncher

Developer	Rick Skrbina
Publisher	Rick Skrbina, 2600connection
Release date	2013
Genre	Action
Mode	1 Player

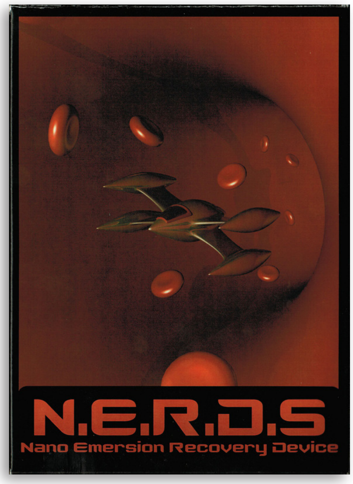
After the players spaceship crashes on an alien planet, they discover that the only edible things are the food from their own ship. Unfortunately, during the wreck, the food was scattered around in separate piles. Players must collect and eat all the food while avoiding the native aliens.

The game was released as a limited self-published edition (red cart) of 40 copies and a regular edition through 2600connection (purple cart).





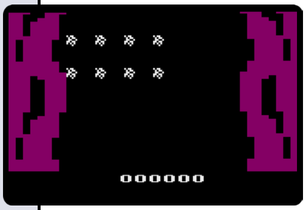
Limited: 40
Regular: Yes

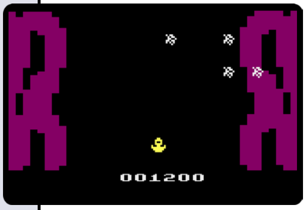


N.E.R.D.S

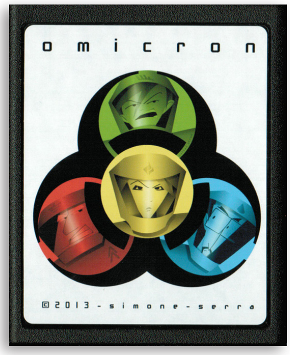
Developer	Sam Deiter
Publisher	Atari2600.com
Release date	2007
Genre	Shooter
Mode	1 Player

As the most elite and newest member sof the Government's recently created unit BH-24 the job is simple; players are to protect the President and other key members of Government from foreign attack by genetically engineered super viruses. If a person is attacked by a rogue viral agent players will be called upon to command the recently created Nano Emersion Recovery Device and pilot it through the infected person's body taking out the viruses and saving their life.





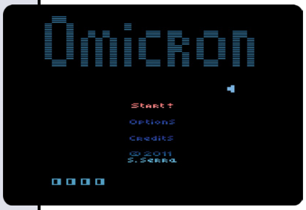
Limited: 20
Regular: 150

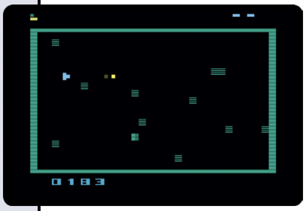


Omicron

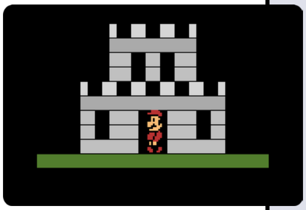
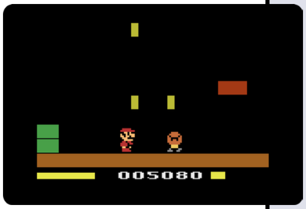
Developer	Simonne Serra
Publisher	AtariAge
Release date	2014
Genre	Action
Mode	1 Player

A team of four agents, each a specialist in one of the four elements - water, fire, air and earth - have been miniaturized to microscopic size in order to investigate a mysterious new virus that appears to be of alien origin. Something went wrong, and contact with the team was lost. Now the virus threatens to grow out-of-control. The players are the last hope to stop it. Having been miniaturized themself, they now board the Omicron, specifically designed to counter the virus.





Princess Rescue

Developer	Chris Spry
Publisher	AtariAge
Release date	2013
Genre	Platformer
Mode	1 Player

Princess Rescue (2013) is a “de-make” of Super Mario Bros. for the Atari 2600. Players must save the Princess in this platform game through 16 challenging scrolling levels. Collect Power-Ups and other items to help them complete their quest while avoiding, jumping, kicking, or whatever other method to get by the boss’ minions along the way.

The game was sold for a little while on AtariAge before, sadly, being pulled.

ATARI 2600
PRINCESS RESCUE
Use with Joystick Controllers
©2012 Chris Spry. ALL RIGHTS RESERVED 26200
Published by ATARIAGE.COM

Road Duel

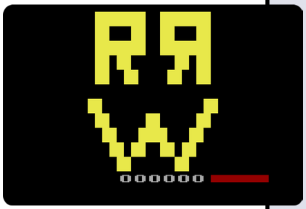
Developer	Stephen Smith
Publisher	Good Deal Games
Release date	2014
Genre	Racing
Mode	1 Player

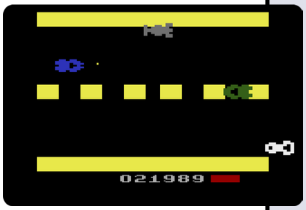
In Road Duel, players must navigate their vehicle in a horizontal racer. Players move up and down with the joystick while avoiding all other cars. Collect fuel canisters marked as a “F” and once five have been obtained players can race to victory and to the next level, where faster action and a greater challenge awaits.

“gooddealgames.com”

ROAD
DUEL
ATARI

Road Warriors

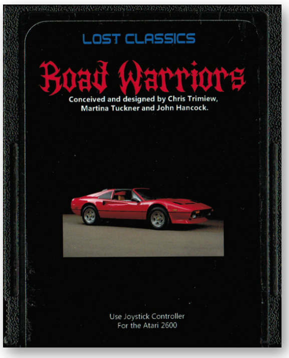


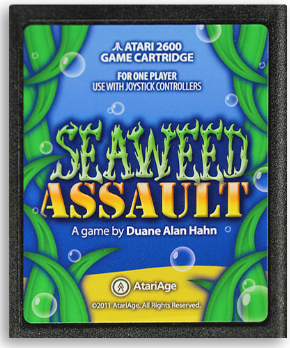


Limited: 41
Regular: Yes

Developer	Chris Trimeiw
Publisher	Lost Classics
Release date	2014
Genre	Action
Mode	1 Player

Set in the near future, Road Warriors is a post apocalyptic battle for survival. Gas is the rarest and most valuable commodity left on earth and many will die in pursuit of it. Players must drive their car through the wasteland while destroying enemy vehicles in order to obtain their gas. Not only are the enemies out to get the players, but the car will continuously use fuel as players drive. Run out of gas or hit an enemy and it’s game over.


LOST CLASSICS
Road Warriors
Conceived and designed by Chris Trimiew, Martina Tuckner and John Hancock.
Use Joystick Controller
For the Atari 2600


ATARI 2600 GAME CARTRIDGE
FOR ONE PLAYER
USE WITH JOYSTICK CONTROLLERS
SEAWEED ASSAULT
A game by Duane Alan Hahn
AtariAge
©2011 AtariAge. All Rights Reserved.

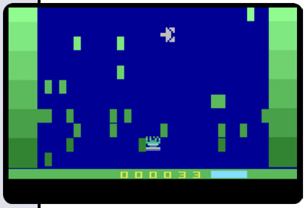
Seaweed Assault

Developer	Duane Alan Hahn
Publisher	AtariAge, (L.E) Duane Alan Hahn
Release date	2011
Genre	Action
Mode	1 Player

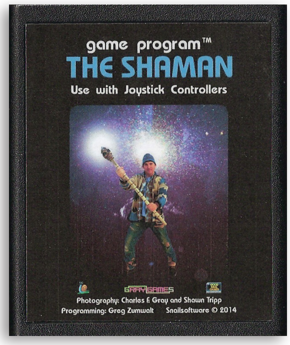
Seaweed Assault is an engaging and original homebrew title for the Atari 2600 by Duane Alan Hahn. Players must deftly pilot their Manatee, avoiding seaweed that can damage the vessel, as well as Wrothopods, a protected species of cephalopods that travel deep to feed on parasites that attach to mature seaweed. The goal is to keep the sea lanes free of seaweed, and to that end players must blast the seaweed with their torpedos.

"atari2600homebrew.com"

Seaweed Assault
BY
DUANE ALAN HAHN
COPYRIGHT 2011



Limited: 45
Regular: Yes

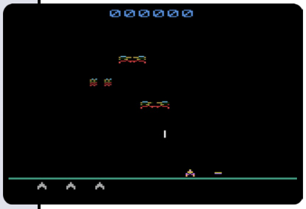

game program™
THE SHAMAN
Use with Joystick Controllers

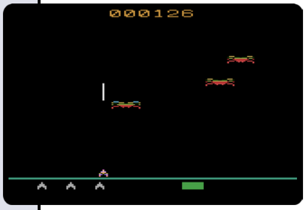
The Shaman

Developer	Gray Games and Snailsoftware
Publisher	Good Deal Games
Release date	2014
Genre	Shooter
Mode	1 Player

The players, as the Shaman Quinten Todd Mandryk, is living peacefully on Earth with his seven cats. He have been teleported in his terracraft from his forest home on Earth to the far away Galaxy ST41. There he must do battle against the evil forces of the undead overlord Darrel the Lich of Whyte.

"atari2600homebrew.com"





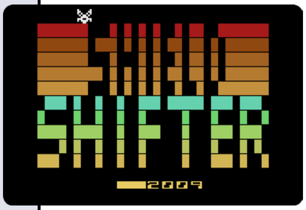
game program™
SHIELD SHIFTER
Use with Joystick Controllers
GOOD DEAL GAMES
45 of 50
Program & Audiovisual © 2009 John Reder
Produced & Distributed Exclusively by Good Deal Games

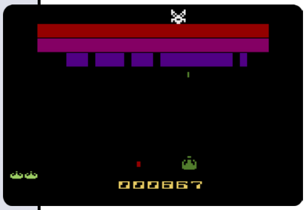
Shield Shifter

Developer	John Reder
Publisher	Good Deal Games
Release date	2009
Genre	Shooter
Mode	1 Player

Players must shoot their way through the Alien shifting shields to give themself a clean shot at the attacking Alien Queen. The Alien Queen shoots lasers and drops sticky bombs. Sticky Bombs will block the ships path for a few moments. The spaceship moves closer to the shield each time 10 alien Queens are destroyed. Players can play against the computer or duel against a friend in the 2-player Battle Mode.

"atari2600homebrew.com"


SHIELD
SHIFTER
2009

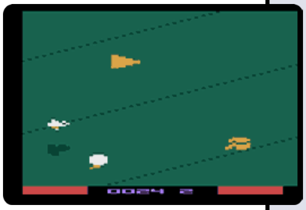


Limited: 50

Space Raid

Developer	Oscar Toledo Gutierrez
Publisher	CollectorVision Games
Release date	2014
Genre	Shooter
Mode	1 Player

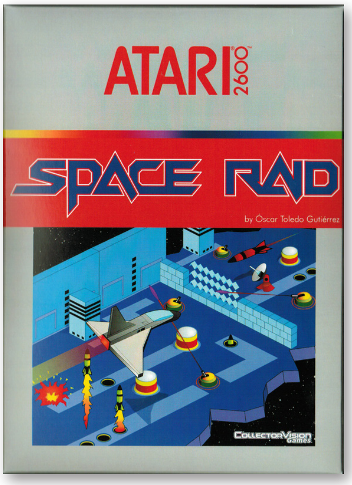
SPACESPACE
RAID RAID
by nanochess



In this shooter, players guide their fighter through enemy territory. Players can drop to ground level to blow up fuel tanks and gun turrets. They must also encounter and destroy enemy squadrons in space, but avoid their missiles.

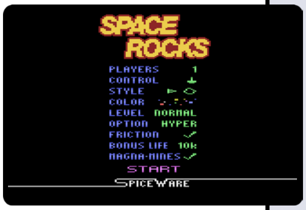
The game include the cartridge, manual and a box, and has a selling price of $50.

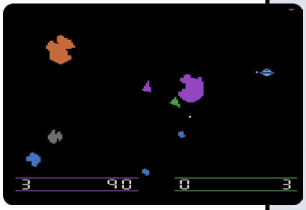
"atari2600homebrew.com"


ATARI 2600
SPACE RAID
by Oscar Toledo Gutiérrez
CollectorVision Games

Space Rocks

Developer	Darrell Spice Jr
Publisher	AtariAge
Release date	2013
Genre	Shooter
Mode	1-2 Players


SPACE ROCKS
PLAYERS 1
CONTROL
STYLE
COLOR
LEVEL NORMAL
OPTION HYPER
FRICTION ✓
BONUS LIFE 10k
MAGNA-MINES ✓
START
SPICEWARE



As the pilot of a ship players must maneuver instantly, rotating left, right and energizing the thrusters to avoid destruction. A direct hit on an asteroid with the laser cannon breaks it in two. A hit on one of these breaks it into two smaller asteroids, a final hit on a small asteroid destroys it completely. The ship is also equipped with a special defensive option to help players avoid collisions when the action gets intense.

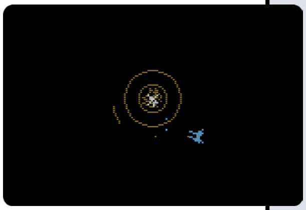
"atari2600homebrew.com"

SPACE
ROCKS
SPICEWARE
AtariAge
Copyright © 2012 Darrell Spice Jr.

Star Castle

Developer	Scott D Williams
Publisher	AtariAge, (L.E.) Scott D Williams
Release date	2012
Genre	Shooter
Mode	1 Player

STAR CASTLE
BY D.SCOTT WILLIAMSON



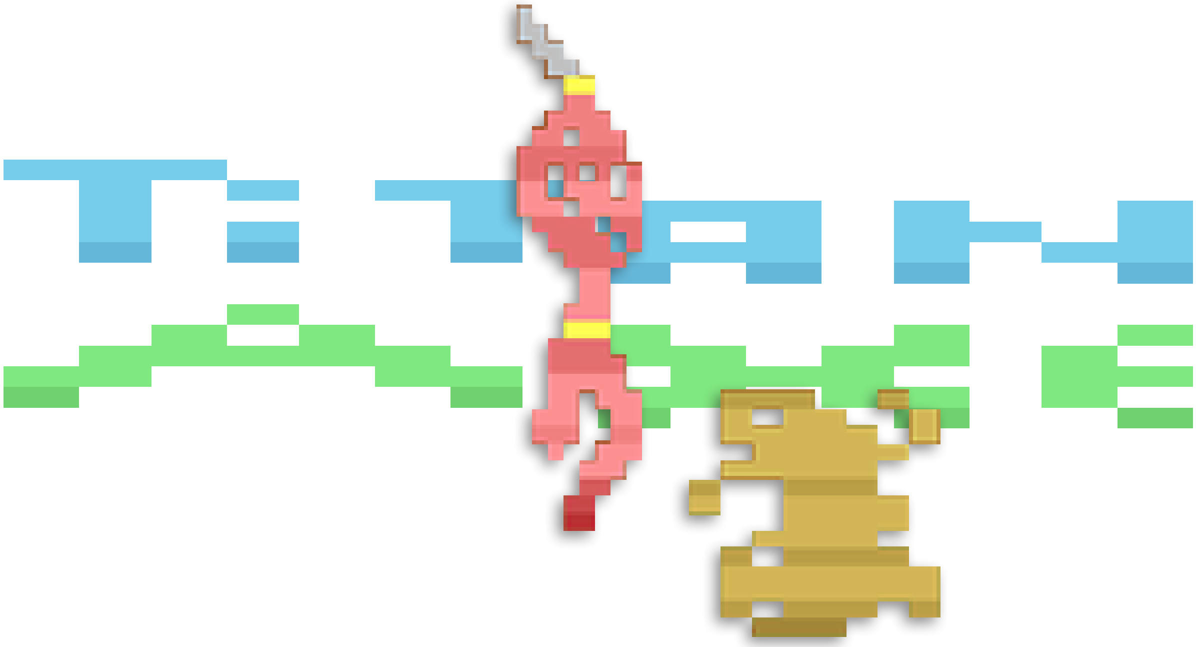
Limited: (K.S.) 287
Regular: Yes

The Primary Objective is to pilot a ship to defeat the Star Castle by firing missiles at the Energy Cannon. First players must blow holes in the rotating shields while avoiding the ever pursuing Space Mines. Players must be cautious since the Energy Cannon will blast back through openings in the shields. The secondary objective is to score as many points as possible.

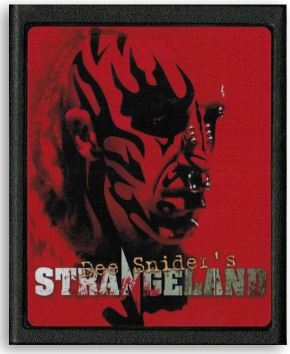
"atari2600homebrew.com"

Limited Edition cart

game program
STAR CASTLE
Use with Joystick Controllers
STAR CASTLE
CX2655

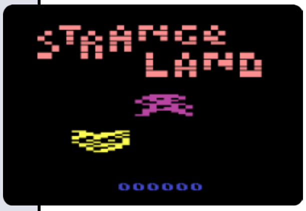


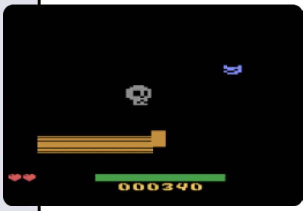
Strangeland


Dee Snider's
STRANGELAND

Developer	Jason Santuci, Scott Dayton
Publisher	AtariAge
Release date	2014
Genre	Action
Mode	1 Player

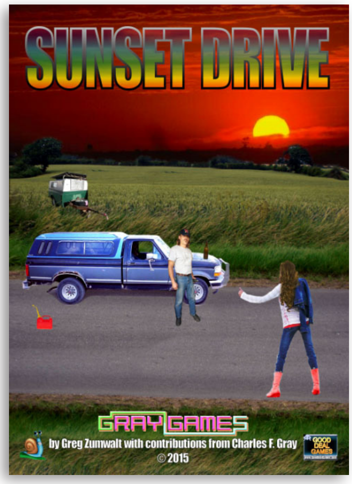
In this game, Captain Howdy must eliminate his personal demons. If his outstretched hand touches a demon points are awarded. Greater awards are given if the demon is eliminated while the arm matches its color. Demons who touch his arm will do one point of damage to his health. Only one arm can appear on-screen at a time. Fully retract the arm to enable the opposite appendage. Players can change their off-screen arms color by pressing the FIRE button.


STRANGE LAND
000000



Limited: 60

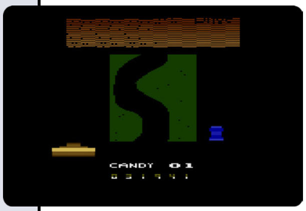
Sunset Drive

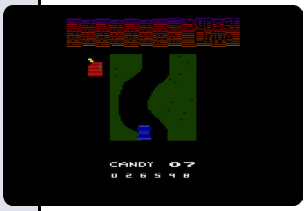

SUNSET DRIVE
GRAY GAMES
by Greg Zumwalt with contributions from Charles F. Gray
©2015

Developer	Greg Zumwalt
Publisher	Good Deal Games
Release date	2015
Genre	Action
Mode	1 Player

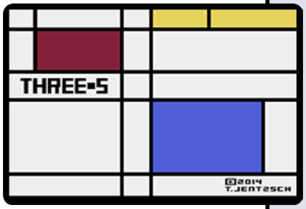
This is the first Atari game featuring a high resolution 96x96 scrolling bitmap. It uses just about every VCS trick in the book from bank indexing to interlacing and even flicker display to achieve the first game of its kind on the Atari 2600 console.

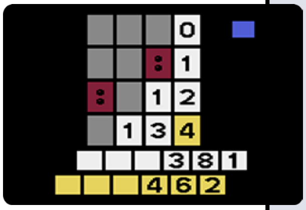
Players, as the Candyman, drive a F-150 Pick-Up Truck into the country. Players will encounter all sorts of crazy things on the lonely country road.




Sunset Drive
CANDY 07

Three.s



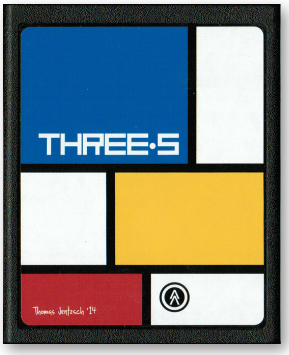


Developer Thomas Jentzsch
Publisher AtariAge
Release date 2014
Genre Puzzle
Mode 1 Player

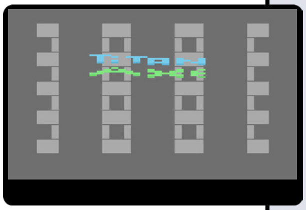
Three.s is an addictive puzzle game based on the popular iOS game THREES, in which the goal is to slide numbered tiles around a grid in order to create ever-increasing multiples of three.

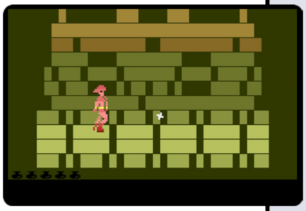
Cartridges come in 5 similar but different styled labels. The label will be random when the buyer order.

"atari2600homebrew.com"



Titan Axe





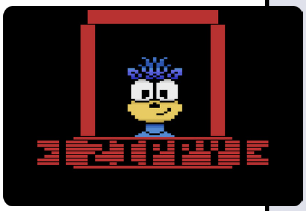
Developer Jay "Papa" Caraway
Publisher AtariAge
Release date 2015
Genre Action
Mode 1 Player

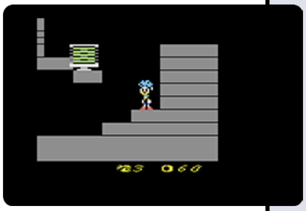
In Titan Axe, players control their chosen character with stick-and-move tactics along with jump-and-magic to work their way through nine levels and up to 64 screens. They can press Fire with directions to perform magic, special, and side attacks. Press and hold Fire to jump, and release it to perform a jump attack. When players hold Fire at the Game Over Screen, they can continue their game.

"atariage.com"

TITAN AXE
AtariAge

Zippy the Porcupine





Developer Chris Spry
Publisher AtariAge
Release date 2015
Genre Platformer
Mode 1 Player

Players run around at high speed with Zippy the Porcupine through 16 different stages. Collect the rings and pop the enemies with their spin jump. Getting hurt by an enemy will cause them to lose all their rings, but they can get some of them back popping the same one. Find the bonuses as they move along, including the springboard at the top of the levels that will take them to a bonus ring collection stage. Finish a level by flipping the sign by running by it at the end of a stage.

ATARI
2600
64K CARTRIDGE
ZIPPY
THE
PORCUPINE
CX26201

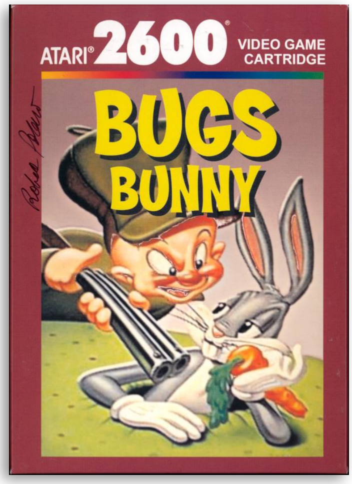
Reproduction

A reproduction cart is not a homebrew game. The repro-scene is just as big as the homebrew-scene, but can be alot more scary. Games listed here falls mostly in the prototype repro category.

Generally, repro carts fall into three categories: the first, and perhaps least common, is a broad umbrella of prototypes or games that never made it to official home release at all. Fan Translations are the second most common. The most famous tend to be "counterfeits games". As the process to produce a cartridge and print custom labels and boxes have gotten easier and easier over time, the more dubious dealers in the repro scene will make complete new packages for games like the infamous Nintendo World Championship cartridge. The uninitiated may not know that there are only a handful of legitimate World Champion carts floating around, so the $100 you might pay from an unscrupulous dealer seems like a steal.

In the Atari-scene, most repro sellers have make some alterations on the cart where they put a text that say "reproduction" or something, so the game can not be sold as a original, but scammers will still try to steal your money. So please, buyer beware.

"John Learned@usgamer.net"



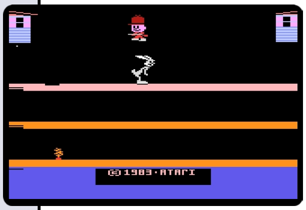
Bugs Bunny

Developer	Bob Polaro
Publisher	Atari2600.com
Release date	2002
Genre	Action
Mode	1-2 Players

Players have three levels on the screen. They must select a level then press their button to steal the carrot. Once the carrot is stolen, Elmer's hound will dig where the carrot was, forcing players to come above ground. They must then make their way to the hole the hound dug and dive in to safety before Elmer blasts them.

The game had a limited run of 250 copies.

BUGS
BUNNY
©1983·ATARI



VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS
ATARI
COMBAT TWO

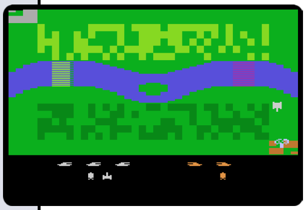
Combat Two

Developer	Retrodesign
Publisher	Retrodesign
Release date	2001
Genre	Action
Mode	1-2 Players

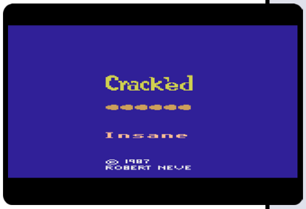
Combat Two is the sequel to Combat, but never saw the light of day like so many other Atari prototypes. Retrodesign decided to release Combat Two to the public in grand style by creating an Atari style box, manual, and label for the game.

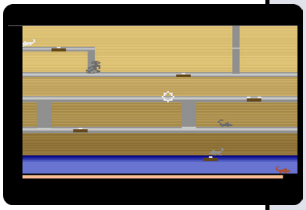
200 copies of the game were made available at Classic Gaming Expo 2001 and were sold for $30 each. An additional 50 copies were made available to collectors outside of the United States.

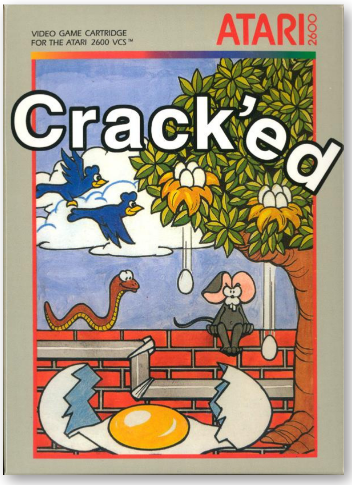
COMBAT TWO
Atari
©1982



Crack'ed


Crack'ed
Insane
© 1987 ROBERT NEVE



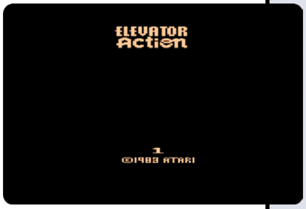

VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
Crack'ed

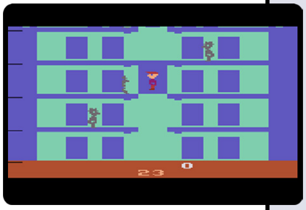
Developer	Zip Technologies
Publisher	Zip Technologies
Release date	2002
Genre	Action
Mode	1 Player

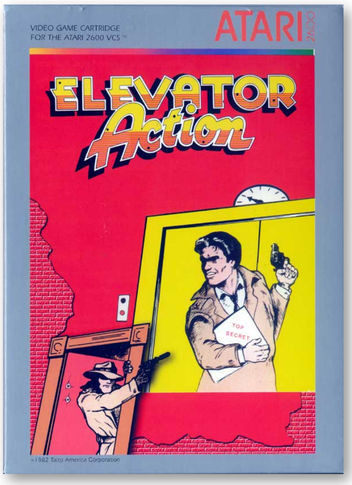
This game was developed concurrently for the Atari 2600 and 7800, but only the 7800 version was released. The 2600 version only has three levels as opposed to six on the 7800, but those three levels are well utilized considering the limitations of the 2600.

This version of Crack'ed was released at the 2002 Classic Gaming Expo, complete with a unique label, box and instructions.

Elevator Action


ELEVATOR Action
1
©1983 ATARI




VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
ELEVATOR Action
TOP SECRET

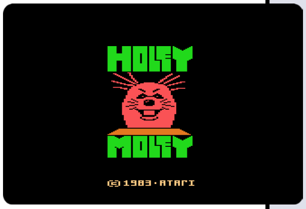
Developer	CGE Services Corp.
Publisher	CGE Services Corp.
Release date	2001
Genre	Action
Mode	1 Player

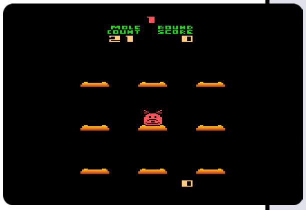
Elevator Action is an unreleased prototype that is about 95% complete. There are some issues with collision detection, but overall it is quite playable.

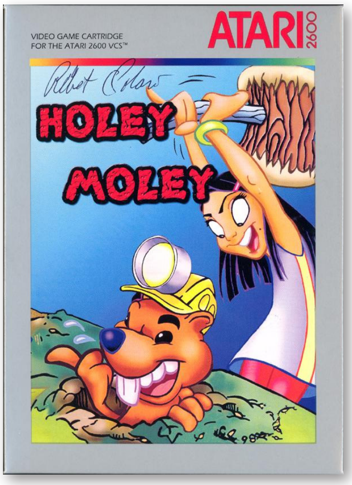
At Classic Gaming Expo 2001, CGE Services Corp. released Elevator Action with an Atari-style box and label. Around 200 copies of the game were available at the show and they were sold out by the day's end.

"atariage.com"

Holey Moley


HOLEY
MOLEY
©1983·ATARI


MOLE COUNT
21
SOUND SCORE
0

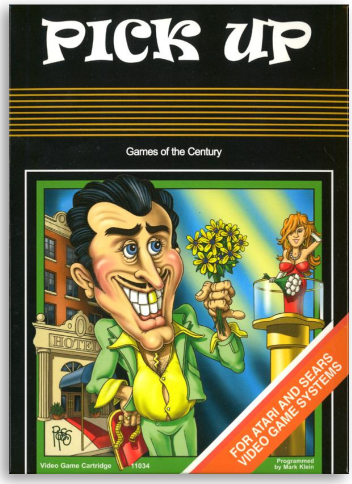

VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS™
ATARI 2600
HOLEY
MOLEY

Developer	Bob Polaro
Publisher	Atari2600.com
Release date	2002
Genre	Action
Mode	1 Player

Holey Moley is an unreleased prototype written by Bob Polaro. The game was originally programmed back in 1983, but was never commercially released due to ownership changes at Atari. This game requires the use of the Kid's Controller, although the keyboard and touch pad controllers work fine with it also.

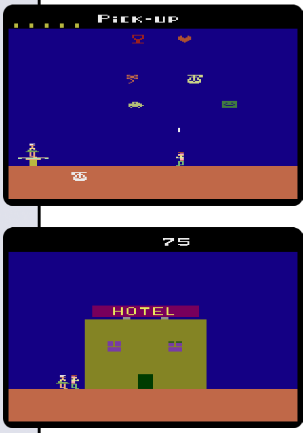
A version of Holey Moley complete with a cartridge, manual, box and Kid's Controller overlay was sold at the 2002 Classic Gaming Expo.

Pick Up

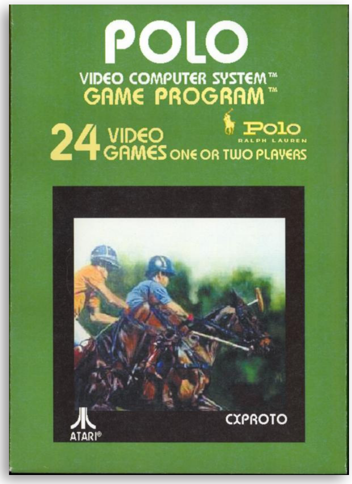

PICK UP
Games of the Century
FOR ATARI AND SEARS VIDEO GAME SYSTEMS
Video Game Cartridge
11034
Programmed by Mark Klein

Developer	Mark Klein
Publisher	Mark Klein
Release date	2002
Genre	Shooter
Mode	1 Player

Pick-Up appears to be a completed game, one can only guess that 20th Century Fox decided the game was too racy to release. This is an adult themed game in which players attempt to take a girl to a hotel for intimate encounters. They control the male character at the bottom of the screen, and the girl is on a platform to the left. In get to her, they must shoot various objects that are falling from the sky such as a heart, a wine glass, a car, and other items that are deemed as assets to the girl.

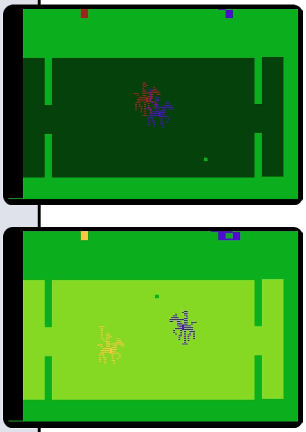

PICK-UP
75
HOTEL

Polo

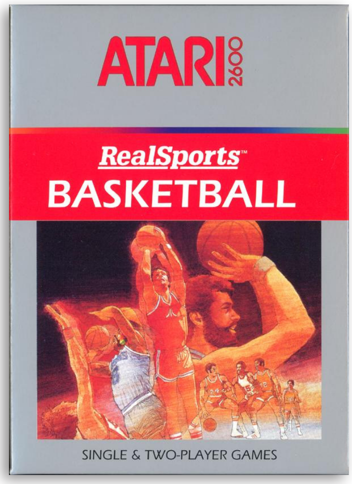

POLO
VIDEO COMPUTER SYSTEM™
GAME PROGRAM™
24 VIDEO GAMES ONE OR TWO PLAYERS
Polo RALPH LAUREN
ATARI
CXPROTO

Developer	Carol Shaw
Publisher	n/a
Release date	2002
Genre	Sports
Mode	1-2 Players

Polo, developed as a promotional game for Ralph Lauren's Polo cologne, is a finished game that never made it to market. Players charge their horse around the field and try to knock the ball into the opponents goal.



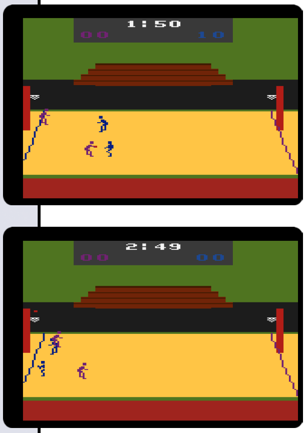
RealSports Basketball


ATARI 2600
RealSports™
BASKETBALL
SINGLE & TWO-PLAYER GAMES

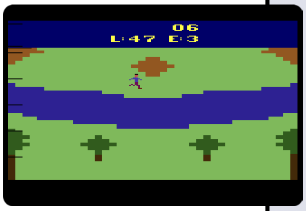
Developer	Joe Gaucher
Publisher	Rokland
Release date	2002
Genre	Sports
Mode	1-2 Players

RealSports Basketball is an unreleased prototype developed by Atari, which would have filled out Atari's RealSports lineup (Baseball, Football, Soccer, Tennis, and Volleyball titles were released). This version of the game is about 90% complete and fully playable.

A version of this game with box, manual, and cartridge was sold at the 2002 Classic Gaming Expo.



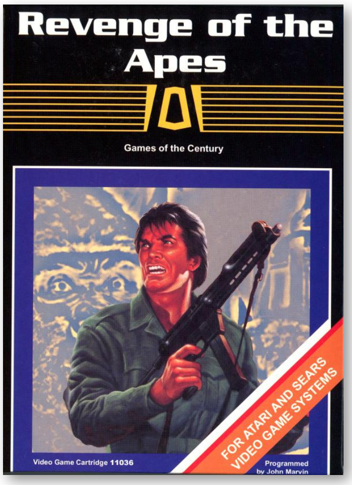
Revenge of the Apes



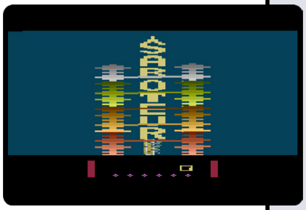
Developer	John Marvin
Publisher	n/a
Release date	2003
Genre	Action
Mode	1 Player

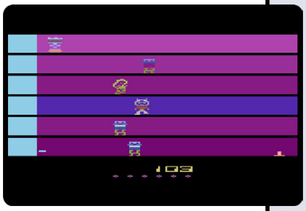
This unreleased prototype was reproduced from an original prototype owned by Marc Oberhäuser with permission granted to reproduce by the original programmer. The game is fully playable and has been enhanced from 4KB to 8KB with additional graphics and soundtrack added by Thomas Jentzsch and Paul Slocum.

"atariage.com"


Revenge of the Apes
Games of the Century
Video Game Cartridge 11036
FOR ATARI AND SEARS VIDEO GAME SYSTEMS
Programmed by John Marvin

Saboteur

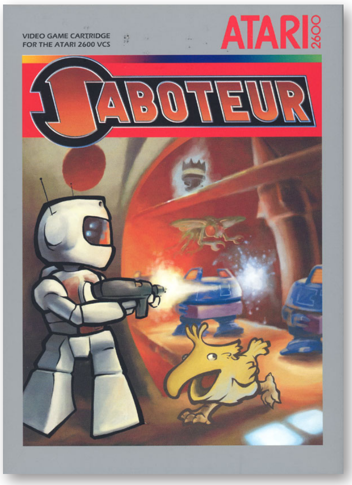




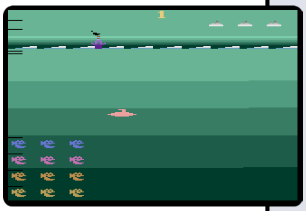
Developer	Jerome Domurat, Howard Scott Warshaw
Publisher	n/a
Release date	2004
Genre	Shooter
Mode	1 Player

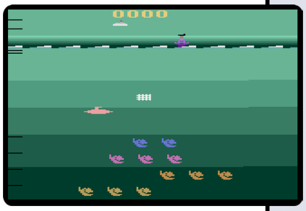
Saboteur is a multi-level shooter written by Howard Scott Warshaw, the Atari programmer and designer responsible for Yars' Revenge, Raiders of the Lost Ark, and E.T. Saboteur was never released by Atari, and at some point was modified to be released as a game based on the A-Team.

"atariage.com"


VIDEO GAME CARTRIDGE FOR THE ATARI 2600 VCS
ATARI 2600
SABOTEUR

Save the Whales

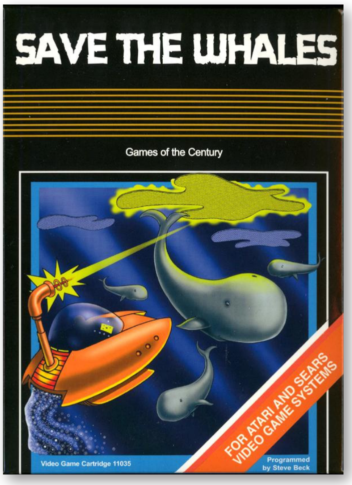


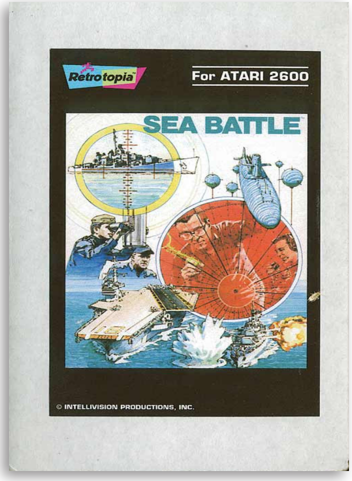


Developer	Beck-Tech
Publisher	n/a
Release date	2002
Genre	Action
Mode	1-2 Players

Save the Whales was intended to be part one of a trio of games whose proceeds were to benefit various environmental groups. Save the Whales was going to benefit Green Peace, but the game was never released and no funds were raised. The other games were Dutch Elm Defender and Attack of the Baby Seals, although neither of those two were ever programmed.

Save the Whales was released at the 2002 Classic Gaming Expo, complete with a label, box and instructions.

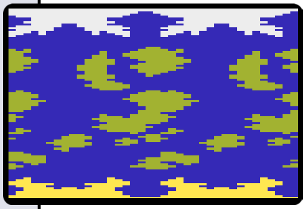

SAVE THE WHALES
Games of the Century
Video Game Cartridge 11035
FOR ATARI AND SEARS VIDEO GAME SYSTEMS
Programmed by Steve Beck

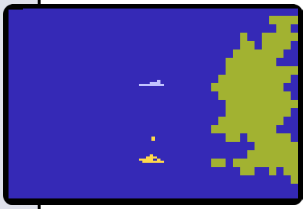

Retrotopia
For ATARI 2600
SEA BATTLE
© INTELLIVISION PRODUCTIONS, INC.

Sea Battle

Developer	Larry Zwick, Bruce Pedersen
Publisher	Intellivision Productions
Release date	n/a
Genre	Action
Mode	2 Players

Sea Battle was finished at MNetwork in the 1980's, but never released. In 2000, Intellivision Productions released this game complete with a simple box and manual. It is still available from their web site. The game is the Atari 2600 version of the Intellivision game of the same name. At one point it was called High Seas, which was consistent with MNetwork's policy of changing the name of a game when it appeared on a different system.





DATA AGE
SECRET
CLASSIFIED
AGENT LIST
LIVE OR LET DIE
007
AGENT
Unreleased Prototype Paddle Controller
Audio/Visual Program (C) 1983 DATA AGE INC.
Printed in U.S.A. All rights reserved

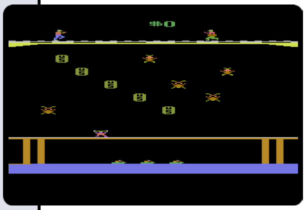
Secret Agent

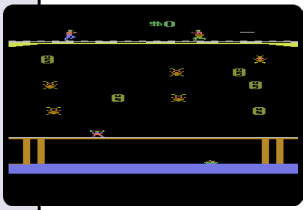
Developer	Data Age
Publisher	Atari2600.com
Release date	2001
Genre	Action
Mode	1-2 Players

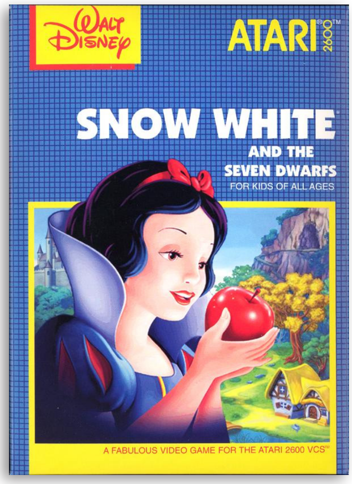
Secret Agent is a game that was being developed by Data Age for the 2600 but was never published.

Atari2600.com released 50 copies of Secret Agent in cartridge form with custom, Data Age style labels, at the 2001 Classic Gaming Expo for $30 each.

"atariage.com"






Walt Disney
ATARI
2600
SNOW WHITE
AND THE
SEVEN DWARFS
FOR KIDS OF ALL AGES
A FABULOUS VIDEO GAME FOR THE ATARI 2600 VCS™

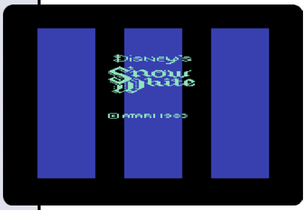
Snow White

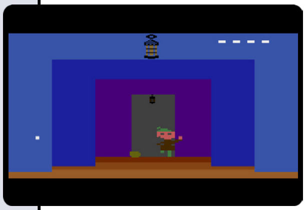
Developer	Greg Easter
Publisher	n/a
Release date	2002
Genre	Action
Mode	1 Player

Snow White is an unreleased prototype developed by Atari, using the licensed Disney Snow White property. This version of the proto is about 50% complete, so it's not as enjoyable as a game, but interesting from a historical perspective.

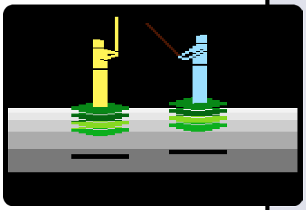
A version of this game with box, manual, and cartridge was sold at the 2002 Classic Gaming Expo.

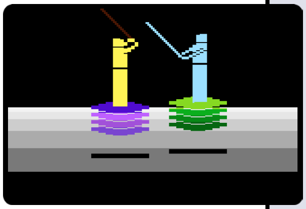
"atariage.com"


Disney's
Snow White



Swordfight

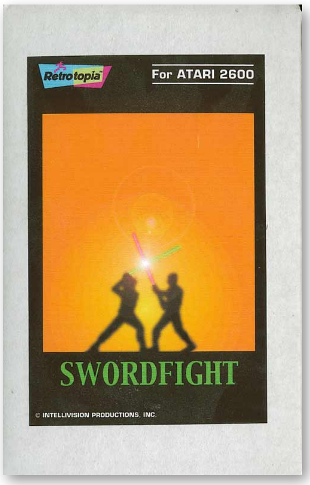




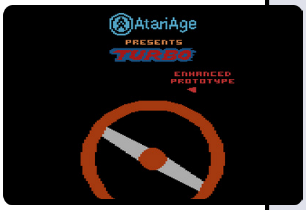
Developer	Patricia Lewis Du Long, Steve Tatsumi
Publisher	Intellivision Productions
Release date	n/a
Genre	Action
Mode	2 Players

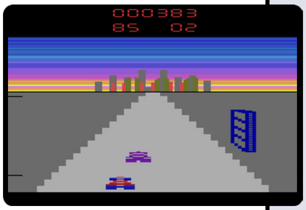
This game was finished at MNetwork in the 1980's, but never released. In 2000, Intellivision Productions released this game complete with a simple box and manual. It is still available from their web site. Swordfight requires two players, which is possibly why the game was not released in the first place.

"atariage.com"


Retrotopia
For ATARI 2600
SWORDFIGHT
© INTELLIVISION PRODUCTIONS, INC.

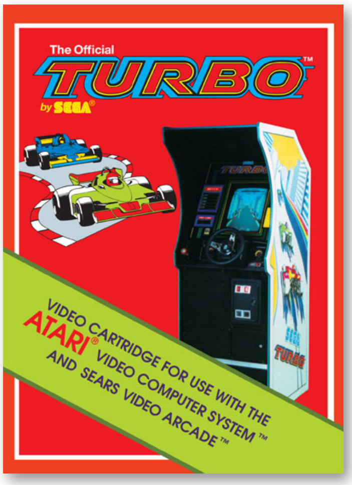
Turbo


AtariAge
PRESENTS
TURBO
ENHANCED PROTOTYPE


000383
85 02

Developer	Michael Green, Garry Littleton
Publisher	AtariAge
Release date	n/a
Genre	Racing
Mode	1 Player

Turbo is based on the popular 1981 Sega arcade game of the same name, but was never commercially released by Coleco for the 2600. Turbo was demonstrated at the 1983 Consumer Electronics Show but was never to be seen again, even though it was roughly 80% complete at the time. Only when former Atari 2600 programmer Anthony Henderson discovered a copy of Turbo in his attic many years later did Turbo finally see the light of day.


The Official
TURBO™
by SEGA
VIDEO CARTRIDGE FOR USE WITH THE
ATARI® VIDEO COMPUTER SYSTEM™
AND SEARS VIDEO ARCADE™

POWER
ON
OFF
TV TYPE
COLOR
B•W
VIDEO COMPUTER SYSTEM™
GAME SELECT
GAME RESET
ATARI

Other

These two pages include different non-game carts sold for the Atari2600. Some were test carts for people to test their systems, some were cheat devices, and some were carts for users to copy games to.

Most of these carts are very hard to come by today.

Cosmic
Creeps
ROMOX
REUSABLE CARTRIDGE

VIDEO GAME REVOLUTION
COPY CART
PROGRAMME, ERASE, THEN REPROGRAMME, VIDCO GAMES AT A FRACTION OF THE COST.
ONE FREE GAME CARTRIDGE "DISHASTER" IS INCLUDED. No BATTERY IS LOADED IN "VIDEO GAME RECORDER" & "COPY CART"

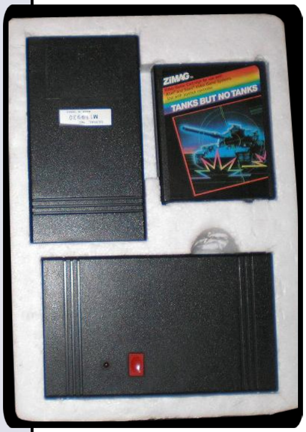
Rarity: 10

Copy Cart

Developer	VidCo
Publisher	VidCo
Release date	n/a
Genre	non-game
Mode	1 Player

Copy Cart was sold in a bundle with the cartridge duplicator and the game Dishaster. Basically, the copier is a double-ended apparatus in which users would insert the copy cart in one end and the source cart in the other. Press a button, and the code is copied to the copy cart. The cartridge could be erased and reused. This item is very difficult to find.

"atariage.com"


ZIMAG
TANKS BUT NO TANKS

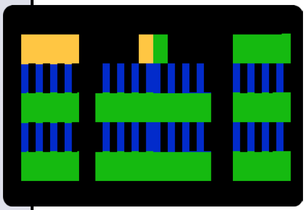
CPS
2600™ DIAGNOSTIC
TEST CARTRIDGE 2.6
ATARI®
A Warner Communications Company
MA017600

Rarity: 8

Diagnostic Cartridge

Developer	Atari
Publisher	Atari
Release date	n/a
Genre	non-game
Mode	1 Player

Diagnostic carts are really an oddity. They're not really prototypes (although they do contain EPROMs), yet they weren't available to the general public (usually only to Atari hardware techs and Atari service centers). Almost every Atari system from the 2600 to the 7800 had a diagnostic cart, each with several different tests. Most gamers have little interest and even less use for diagnostic carts, but they are still an important part of Atari history.



ECPC Cartridge

Developer	Romox
Publisher	Romox
Release date	n/a
Genre	non-game
Mode	1 Player

This is an example of the ECPC cartridge (Edge Connector Programmable Cartridge), in this case loaded with Deadly Duck. The ECPC cartridge is a blank reprogrammable cartridge that could be taken to a Romox "Software Center" to load a game selected from their catalog. The catalog included many popular 2600 games from a variety of companies.

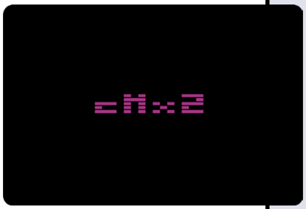
"atariage.com"

DEADLY
DUCK
ROMOX
ECPC™
CARTRIDGE

Rarity: 10

MagiCard

7.3



Developer	CommaVid
Publisher	CommaVid
Release date	1981
Genre	non-game
Mode	1 Player

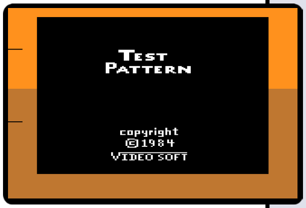
This is not a game, but a programming tool for the Atari 2600. It was probably only available via mail order, and the label is a simple white paper with some typed text that says MagiCard and either CommaVid or "Computer Magic", which was CommaVid's original name. The cartridge also came with a 100+ page manual, and no box. The MagiCard manual includes five sample programs users can type in to demonstrate how the MagiCard works.

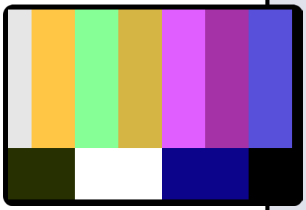
MAGICARD
by
CommaVid, Inc.
for use with ATARI®
Video Computer System™
Program content ©1982 CommaVid
ATARI and Video Computer System are trademarks of ATARI, INC.

Rarity: 10

Color Bar Generator

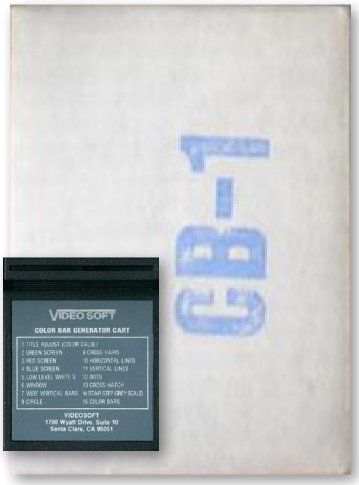
6.8


Test Pattern
copyright
©1984
Video Soft



Developer	Videosoft
Publisher	Videosoft
Release date	1984
Genre	non-game
Mode	1 Player

The Color Bar Generator is a utility made for the Atari 2600. This simple cartridge was used to attempt to produce NTSC color bars and other test pattern designs for calibrating television sets. As a diagnostic tool it was pretty versatile. There are 15 different patterns it can generate as well as an option to toggle oscillation between 1kHz and 3kHz. The included patterns allowed users to test all aspects of the video signal.


CB-1
VIDEO SOFT
COLOR BAR GENERATOR CART
1 TITLE ADJUST (COLOR CALIB.)
2 GREEN SCREEN
3 RED SCREEN
4 BLUE SCREEN
5 LOW LEVEL WHITE S
6 WINDOW
7 WIDE VERTICAL BARS
8 CIRCLE
9 CROSS HAIRS
10 HORIZONTAL LINES
11 VERTICAL LINES
12 DOTS
13 CROSS HATCH
14 STAIR STEP (GREY SCALE)
15 COLOR BARS
VIDEOSOFT
1700 Wyatt Drive, Suite 10
Santa Clara, CA 95051

Rarity: 9

Prototype

by: atariprotos.com

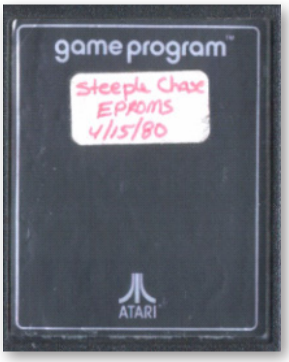
Due to its enormous popularity the 2600 enjoyed an unusually long life span (1977-1992), long outlasting all of its rivals. Because of this longevity, there are a large number of 2600 prototypes in existence, making them easier to obtain than prototypes on other systems.

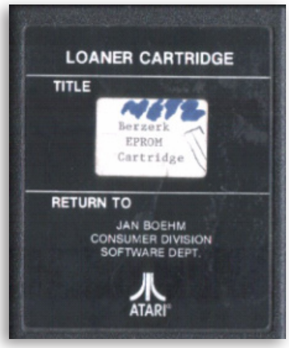
Despite its popularity, the 2600 was not immune to the great crash. The market crash of 83-84 is considered by many to be one of the darkest events in video game history, however to prototype collectors the crash is quite fascinating. For you see the crash produced a large number of unreleased games, and it is these games that are of greatest interest. Unreleased games run the gambit of completion, ranging from non-playable demos to completed games ready for release. These prototypes have been known to cause quite a bit of controversy, as many remain unreleased. The debate rages on whether collectors have a duty to release rom files of unreleased games, or have the right to keep them private.

Of course prototype collecting is not without its risks. Companies such as Best Electronics have been accused of copying prototypes in the past and selling them to unwitting collectors. Although these copies are virtually identical to their official counterparts (same boards, same EPROMs), they are largely considered to be worthless by collectors. With the rise in popularity of Ebay, these once rare counterfeits are becoming more and more common. Remember when it comes to buying prototypes, Caveat Emptor ("Let the buyer beware").

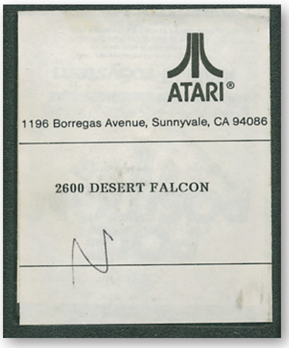
by: 2600connection.com

The original "lab label" was a blank 1st-style label, with simply a white sticker on it with the game's title.

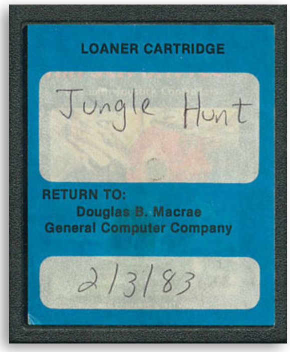

game program
Steeple Chase
EPROMS
4/15/80
ATARI


LOANER CARTRIDGE
TITLE
Berzerk
EPROM
Cartridge
RETURN TO
JAN BOEHM
CONSUMER DIVISION
SOFTWARE DEPT.
ATARI

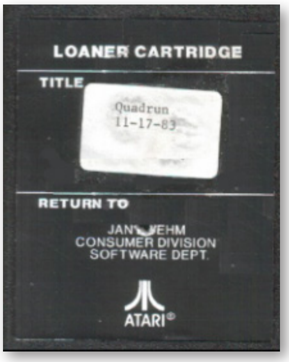
The large majority of Atari prototype carts will have this type label. "Loaner Cartridge" is printed across the top of the front label, with the game title below that (usually on a white sticker or white area) in the center. A date (or date code) may also appear here. Under that, a "Return to…." info section appears, stating to return it to either Jan Boehm or the Prototype Lab (although one has been found with a typed label attached instructing for it to be returned to Guy Hollingbury). Sometimes the game title is not attached, or it might be the only thing printed on the front label. Be wary of fake reproductions that look very similar.


ATARI
1196 Borregas Avenue, Sunnyvale, CA 94086
2600 DESERT FALCON
N

Prototypes from the 86-91 usually have the complete opposite scheme - an all-white label with some text on it.


LOANER CARTRIDGE
Jungle Hunt
RETURN TO:
Douglas B. Macrae
General Computer Company
2/13/83

Prototype carts from GCC are the other exception to the black-only labels. The text layout is similar to the type B labels, except the background is blue, with white areas to write information in. Often there are copies of the same game with the type B label.


LOANER CARTRIDGE
TITLE
Quadrun
11-17-83
RETURN TO
CONSUMER DIVISION
SOFTWARE DEPT.
ATARI

Several fake "Lab label" carts have shown up. Most often these are made with a laser printer, and are affixed over a production cart label, such as Centipede. Notice the slight differences in the text size and font used: A few have also been found with the date 02-08-83 on them. If it has a later date (11-17-83) there may be a label underneath it with the earlier date. The board inside is an actual production board (not an EPROM).

McDONALD'S®

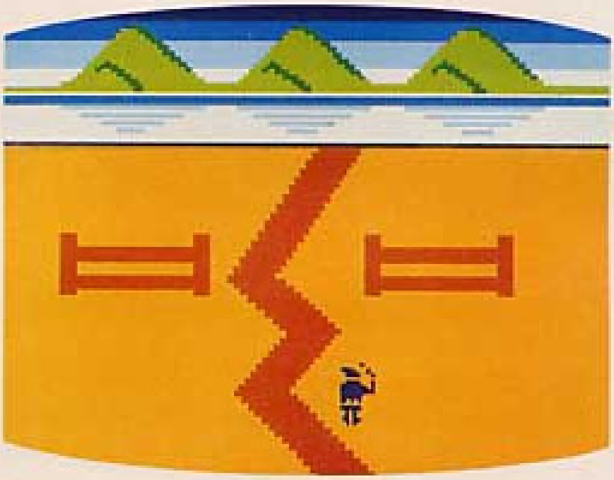
®

From the home of the Golden Arches™ to your video screen comes two exciting video games! There's one especially designed for youngsters featuring those fun-loving McDonaldland® characters. And for kids of all ages—a fast-action game of skill, served up the McDonald's way!

COMING SOON

Atari Video Computer System
Sears Video Arcade

THE LORD OF THE RINGS™ JOURNEY TO RIVENDELL



THE LORD OF THE RINGS, JOURNEY TO RIVENDELL is a new adventure game based on the fantasy novels by J.R.R. Tolkien. Relive the adventures of Frodo as he travels from his home in the Shire to Rivendell. You'll face constant choices as you journey through Middle Earth, trying to avoid the Black Riders. Use the unique map to pinpoint your location as you move through more than 2000 exciting screens. 1 player

Atari Video Computer System
(graphics shown)
Sears Video Arcade
Atari Home Computers

The Lord of the Rings

Copyright © 1978, 1983 The Saul Zaentz Co., Berkeley, CA 94710. Trademark licensed by Tolkien Enterprises, a division of Elan Merchandising, Inc.

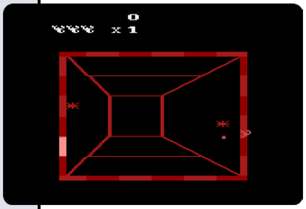
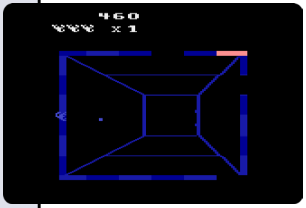
3-D Genesis

N / P

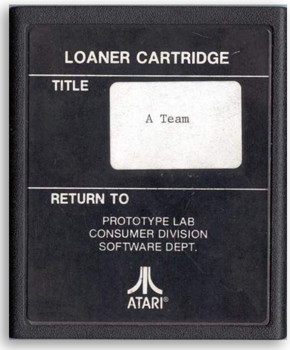
Developer	Videosoft *(Dan McElroy, Jerry Lawson)*
Publisher	Amiga
Genre	Action
Mode	1 Player

According to the manual that came with the reproduction sold a few years back, it is the far future and the planet has been overrun by enormous super insects. However in an aversion to the standard plots of the time, the players are not a lone hero out to save the world from these deadly insects. Instead, they ARE one of those insects. The goal is to destroy all the insects who are invading the players crevice and win the battle for the planet.

"atariprotos.com"

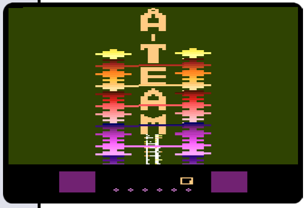
A-Team

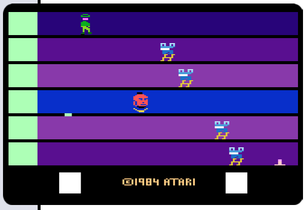


Developer	Atari *(Howard Scott Warshaw)*
Publisher	Atari
Genre	Shooter
Mode	1 Player

Designed by Howard Scott Warshaw, this game was originally created under the name Saboteur with slightly different graphics. Atari decided that the A-Team would be a more marketable cartridge, but ultimately it wasn't released either. The game is very playable and appears nearly complete, with three levels of gameplay.

"atariage.com"





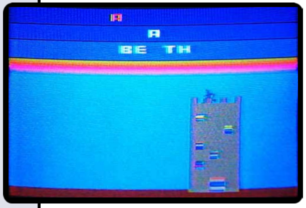
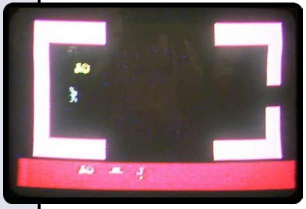
AD&D: Tower of Mystery

N / P

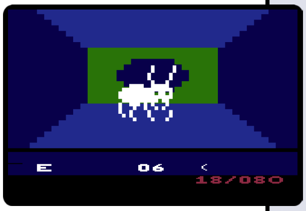
Developer	M-Network *(Connie Goldman, Mike Sanders)*
Publisher	M-Network
Genre	Action
Mode	1 Player

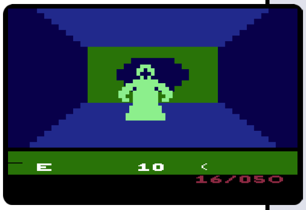
This game was shown at Classic Gaming Expo and is owned by Intellivision Productions. It will probably never be released due to copyright reasons involving the AD&D name. That's unfortunate, because the game appears to be finished and quite good. The ROM has not yet been released, but the game was released as Tower of Doom for the Intellivision. This is a 16K cartridge with 2K onboard RAM, an impressive piece of software that features 8 different game screens.

"atariage.com"

AD&D: Treasure of Tarmin





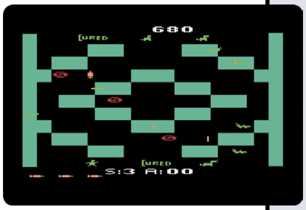
Developer M-Network
Publisher M-Network
Genre Action
Mode 1 Player

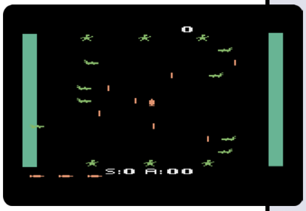
This game was shown at Classic Gaming Expo and is owned by Intellivision Productions. It will probably never be released due to copyright reasons involving the AD&D name. It's a 3D dungeon crawl similar to the Intellivision version, and it's remarkably good considering the 2600's limitations. The ROM has not yet been released.

"atariage.com"

N / P

Alligator People





Developer 20th Century Fox *(John Russell)*
Publisher 20th Century Fox
Genre Action
Mode 1 Player

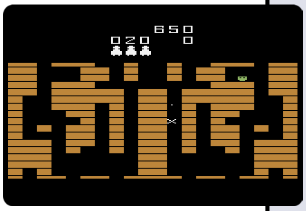
Alligator People is an unreleased prototype based on the movie of the same name. This prototype, discovered by Ben Liashenko, appears to have been completed and unlike some prototypes that never saw the light of day, this one is quite enjoyable to play!

In the game players are lost in the deepest part of the jungle. Six of their friends have fallen under the spell of the Alligator People. They are slowly being transformed into alligators and the players are the only one who can save them.

N / P

Androman on the Moon

ANDROMAN
on the
MOON
ATARI
copyright 1984



Developer Western Technologies *(Michael Case)*
Publisher Atari
Genre Action
Mode 1 Player

Androman on the Moon was one of several planned games for the unreleased Androman robot. Although a few of the games were rumored to have been programmed, Androman on the Moon is the first one to actually surface. Although the game itself may not look like much, one has to remember that it was only part of the package. The real magic was with Androman himself.

"atari2600homebrew.com"

N / P

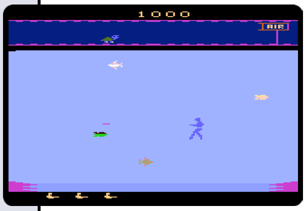
VIDEO GAME CARTRIDGE
ATARI® 2600™ VCS™
ATARI
AQUAVENTURE
USE WITH JOYSTICK CONTROLLER
©1983 ATARI CORP. ALL RIGHTS RESERVED CX-PROTO

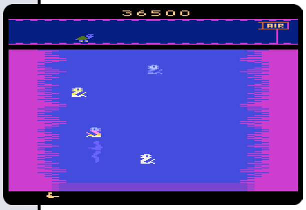
Aquaventure

Developer	Atari *(Gary Shannon)*
Publisher	Atari
Genre	Action
Mode	1 Player

Aquaventure is a bit of a mystery in the prototype world. It was never mentioned in any Atari press releases nor does it show up on any internal part lists. Aquaventure seems to have popped out of the woodwork one day without any public fanfare nor any history behind its mysterious origins. In any case, Aquaventure seems to be complete and ready for release, one can only speculate as to why it was shelved.

"atari2600homebrew.com"





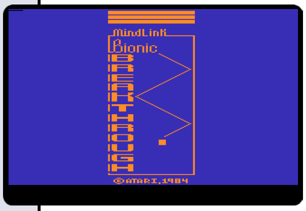
N / P

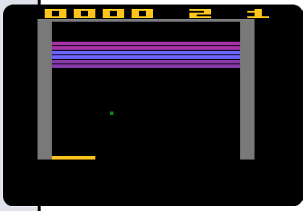
Bionic Breakthrough

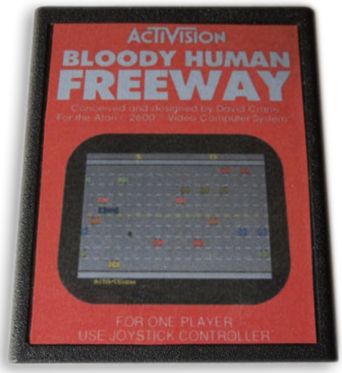
Developer	Atari *(Paul Donaldson)*
Publisher	Atari
Genre	Action
Mode	1 Player

This prototype is unplayable without the Mindlink controller. It's an interesting idea, but it doesn't quite work. In theory, the game is controlled by the player's thoughts, and the Mindlink controller has several sensors that rest on the player's head. It's more likely that facial movements or biorhythmic feedback controlled the action on-screen.

"atariage.com"


MindLink
Bionic
BREAKTHROUGH
©ATARI,1984



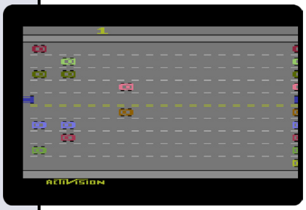

ACTIVISION
BLOODY HUMAN
FREEWAY
Conceived and designed by David Crane
For the Atari 2600 Video Computer System
FOR ONE PLAYER
USE JOYSTICK CONTROLLER

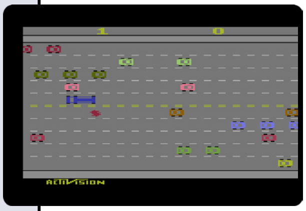
Bloody Human Freeway

Developer	Activision *(David Crane)*
Publisher	Activision
Genre	Action
Mode	1-2 Players

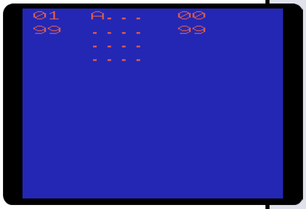
According to David Crane, he got the idea for Freeway from watching a man trying to cross Lake Shore Drive during rush-hour traffic while attending Chicago's Consumer Electronic Show.

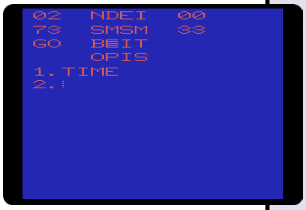
Freeway originally featured people crossing the road instead of chickens since that was the scenario that inspired David Crane. However some people at Activision complained that they didn't like the idea of people being struck by cars, so chickens were substituted for people before the game was released.


ACTIVISION


ACTIVISION

Boggle



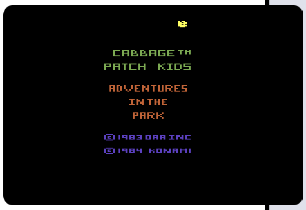

02 NDEI 00
73 SMSM 33
GO BEIT
OPIS
1. TIME
2. I

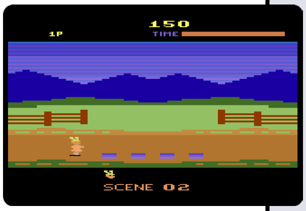
Developer Atari *(David Crane)*
Publisher Atari
Genre Strategy
Mode 2 Players

Boggle is an unreleased game for the Atari 2600 programmed by David Crane while he was still working at Atari. In Boggle, which is based on the popular word game of the same name, players must form as many words as possible from a random 4x4 grid of letters. The 2600 version of the game is for two players only, and each player can form a maximum of eight words. The game appears to be fairly close to completion, although there are some glitches, such as all the letters not appearing in the grid right away.

game program™
BOGGLE*
Use with Joystick Controllers
Label, Program, & Audiovisual © 1978 ATARI, INC.
*BOGGLE is licensed by Parker Brothers, Inc.

Cabbage Patch Kids: Adventures in the Park


CABBAGE TM
PATCH KIDS
ADVENTURES
IN THE
PARK
©1983 OAA INC
©1984 KONAMI

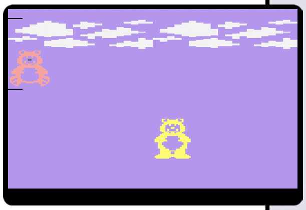

150
1P
TIME
SCENE 02

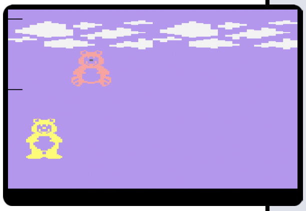
Developer Individeo
Publisher Coleco
Genre Platformer
Mode 1 Player

This was a long-lost unreleased prototype discovered by Alex Handy at a flea market in California. Alex located a cache of old EPROMs, later realizing he had come across a copy of Cabbage Patch Kids: Adventures in the Park for the Atari 2600, a title released for the ColecoVision but which never saw the light of day on the 2600. With the help of Atari enthusiast Joe Grand, all of Alex's finds were dumped. The game is a side-scrolling game, similar to Pitfall!.

CBPARK 9
ATARI ①
9/13

Care Bears



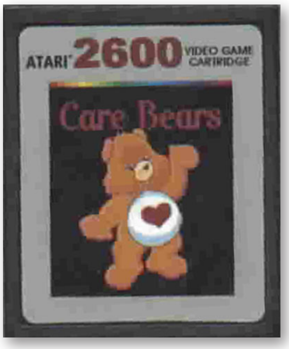


Developer Parker Brothers *(Laura Niklich)*
Publisher Parker Brothers
Genre Action
Mode 1 Player

The Atari 2600 was no stranger to games designed specifically for children. Although Atari had capitalized on the idea that young children could play video games just as well as their older siblings, almost no other companies decided to follow suit. Parker Brothers was one of the few exceptions to this rule.

Although Laura Niklich described the game as being almost finished, the only known prototype to surface is nothing more than a graphics demo.

"atariprotos.com"


ATARI 2600 VIDEO GAME CARTRIDGE
Care Bears

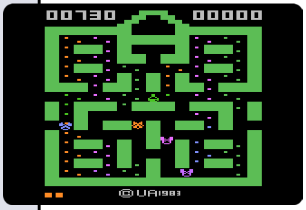
Cat Trax

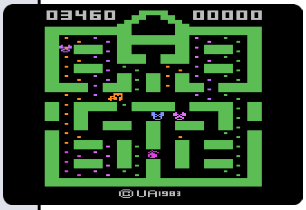
N / P

Developer	UA Limited
Publisher	UA Limited
Genre	Maze
Mode	1 Player

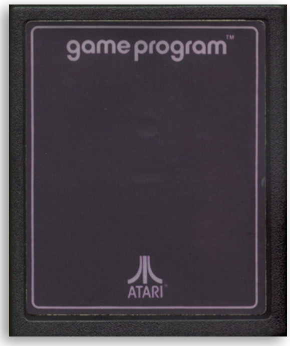
Cat Trax is a game originally written for the Emerson Arcadia 2001 by UA Ltd., and apparently slated to be released on the Atari 2600. While it was never commercially released by UA Ltd., it did appear on a European multi-cart under the name Cat N Mouse. It's unknown why this game (and the other UA prototypes) were never released commercially.

"atariage.com"





Computer Chess

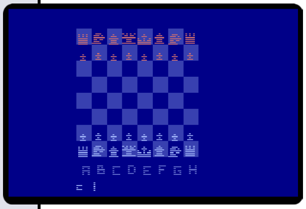


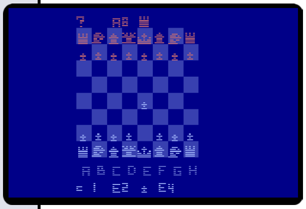
Developer	Atari *(Larry Wagner, Bob Whitehead)*
Publisher	Atari
Genre	Board game
Mode	1 Player

Computer Chess is a bit of an oddity among prototypes. Once thought to simply be an early name for Video Chess, it turns out that Computer Chess is actually a slightly different game. While its not a large difference (Chess is Chess), its different enough to take notice.

The most obvious difference is that the coordinates for the chess board is displayed at the bottom of screen. When a piece is selected, a picture of the piece and the coordinates of the move are displayed on screen.

"atariprotos.com"





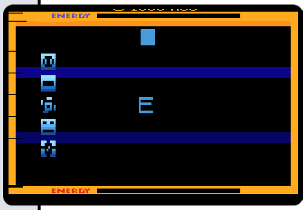
Confrontation

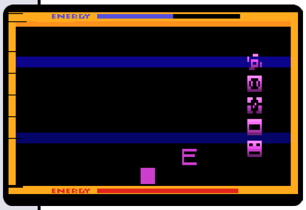
N / P

Developer	Answer Software
Publisher	Answer Software
Genre	Strategy
Mode	2 Players

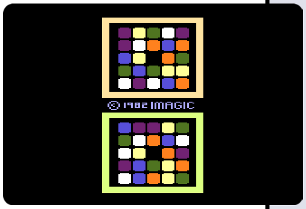
Confrontation is a strange strategy game which was never commercially released, but was available directly from Answer for a short time. Only people who saw it on display at the 1983 CES show would have know about it and ordered it so while it's not technically a prototype, it's close enough. The game is a very unique game which can only be played by two opposing players.

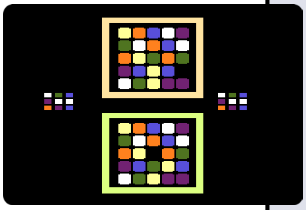
"atariprotos.com"





Cubicolor


©1982 IMAGIC

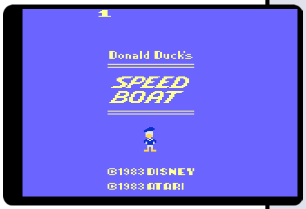


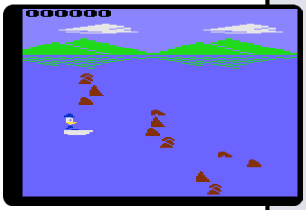
Developer	Imagic *(Rob Fulop)*
Publisher	Rob Fulop
Genre	Puzzle
Mode	1 Player

Cubicolor was written by Rob Fulop while he was working Imagic, but the company refused to publish it. Nevertheless, he proceeded to sell it himself in a very limited amount of cartridges. He first sold these in the 80's for $100 each, and then released the remainder in the mid-90's when there was renewed interest. Most copies have a simple white label and are signed and numbered by Rob Fulop. It is unknown exactly how many copies exist, although it is believed to be less than 100.

IMAGIC
CUBICOLOR

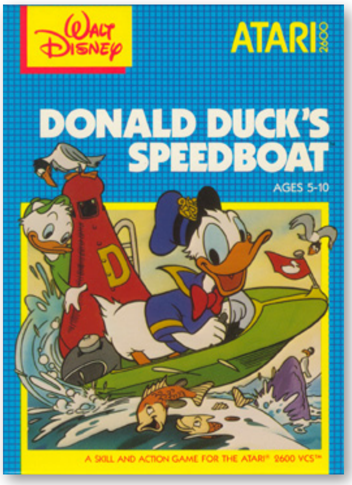
Donald Duck's Speedboat


1
Donald Duck's
SPEED BOAT
©1983 DISNEY
©1983 ATARI

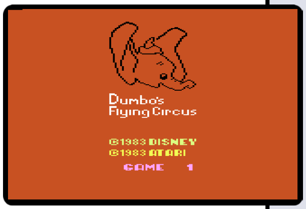


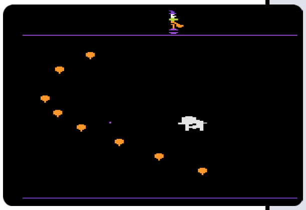
Developer	Atari
Publisher	Atari
Genre	Action
Mode	1 Player

One of the lost Disney games (along with Snow White and Dumbo), Donald Duck's Speedboat was ready for release before being cancelled for reasons unknown. It was cancelled so late in fact that a prototype box and several screenshots had already been shown in European 2600 catalogs. In another strange twist the Brazilian company Polyvox may have actually licensed and released the Donald Duck complete with an official looking silver label (instead of the normal Disney blue).


Walt Disney
ATARI 2600
DONALD DUCK'S SPEEDBOAT
AGES 5-10
A SKILL AND ACTION GAME FOR THE ATARI® 2600 VCS™

Dumbo's Flying Circus

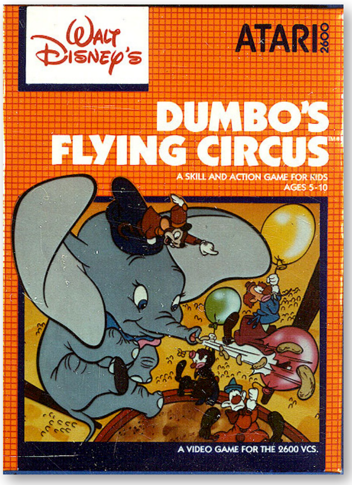

Dumbo's Flying Circus
©1983 DISNEY
©1983 ATARI
GAME 1

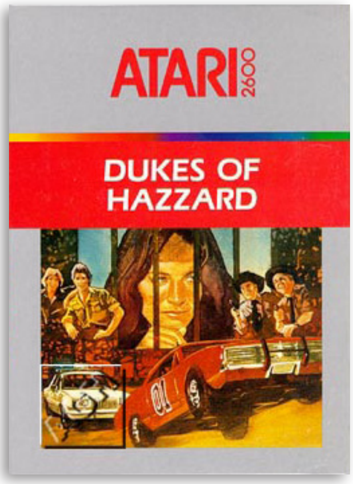


Developer	Atari *(Peter Niday)*
Publisher	Atari
Genre	Action
Mode	1 Player

Dumbo's Flying Circus was scheduled to be part of Atari's children's series, but for one reason or another it never saw the light of day. Atari advertised Dumbo in European Atari catalogs and even had a prototype box made, so the decision to shelve it must have been made quite late. Even though Dumbo was developed as a children's game, the gameplay is quite difficult which may be the reason why it was never released.

"atariprotos.com"


Walt Disney's
ATARI 2600
DUMBO'S FLYING CIRCUS
A SKILL AND ACTION GAME FOR KIDS AGES 5-10
A VIDEO GAME FOR THE 2600 VCS.

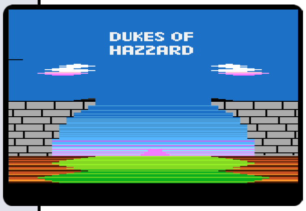


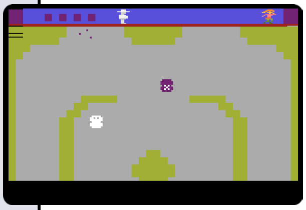
Dukes of Hazzard

Developer	Atari *(Mark R. Hahn)*
Publisher	Atari
Genre	Action
Mode	1 Player

Dukes of Hazzard is an oddity among prototypes in that it's really not a prototype at all. Dukes of Hazzard was actually burned onto regular ROM chips that were just about to be put into carts and shipped when Atari abruptly decided to cancel the game. According to the programmer the game was still being worked on, so it is a mystery as to why Atari would go through the expense of manufacturing ROM chips.

"atariprotos.com"





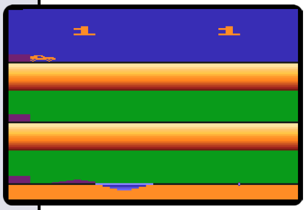
Dukes of Hazzard version 2

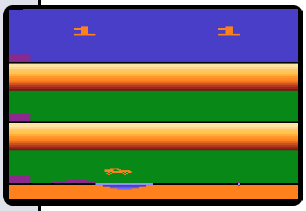
N / P

Developer	Atari *(Bob Polaro)*
Publisher	Atari
Genre	Action
Mode	1 Player

This is another prototype with the Dukes of Hazzard name. However, this is a modified version of Stunt Cycle, another unreleased game. In this case, the graphics have been changed to a Dukes of Hazzard theme. It's unknown why Atari abandoned the Stunt Cycle version, but it may be because it was too outdated by the time it was ready for release (Atari had moved onto 4K games).

"atariage.com"



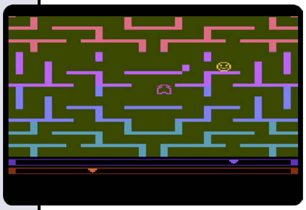


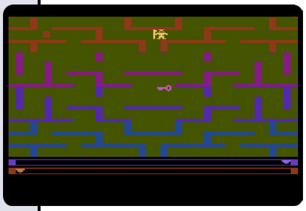
Dune

N / P

Developer	Atari
Publisher	Atari
Genre	Action-adventure
Mode	1 Player

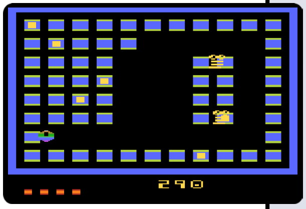
Dune is an unreleased prototype based on the 1984 movie of the same name. It appears that it was to be an action/adventure style game similar to Atari's classic Adventure, but given as the game was never finished, we'll never know for sure. This prototype appears to be only about 30% complete--the game engine seems to be done, but many of the gameplay elements and graphics are missing. Presumably this title was canceled with the Tramiels shut down 2600 game development and fired most of the staff.





Elk Attack

ELK
ATTACK
©1987 M.HAHN



Developer	Atari *(Mark R. Hahn)*
Publisher	Atari
Genre	Maze
Mode	1 Player

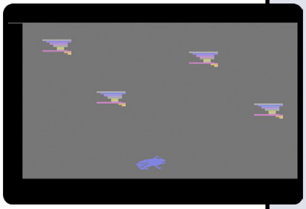
Elk Attack is a port of the obscure Taito arcade game Electric Yo-Yo. Programmer Mark Hahn named the game Elk Attack as a joke, and probably would have changed the name had it been published.

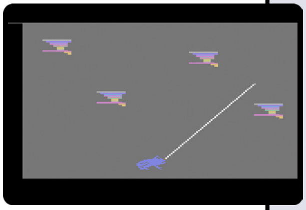
Elk Attack is really a Pac-Man type game but without a maze. Players control a Yo-Yo type machine, which must use its string to latch onto and destroy all the colored blocks on the screen.

"atariprotos.com"

N / P

Frog Demo





Developer	CommaVid *(Joseph Biel)*
Publisher	CommaVid
Genre	Action
Mode	1 Player

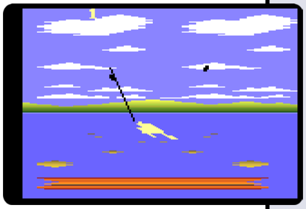
This prototype was recently found in a box of EPROMs given to Digital Press by Dr. John Bronstein, one of the co-founders of Commavid. This EPROM was simply labeled "Frog", and is really just a one-screen demo featuring a frog and some stationary moths. When the fire button is pressed, the frog will shoot out its tongue (looks suspiciously like the laser beam).

According to Dr. Joseph Biel, this demo was used to test some graphical theories that he later used in his game Stronghold.

N / P

Frog Pond

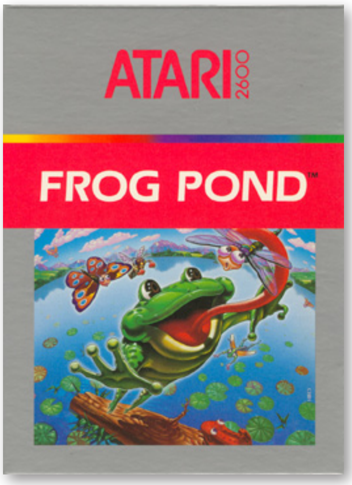
ATARI
Frog
Pond
©1982 ATARI



Developer	Atari *(Nick Turner)*
Publisher	Atari
Genre	Action
Mode	1 Player

The history behind Frog Pond is a little hazy, it's either a victim of bad timing or of management/programmer dispute. The premise behind Frog pond is simple, players control a frog who must try and catch various insects with its tongue in a race to see how many points they can score. The game subject and total lack of difficulty almost guarantee that it was to going to be aimed at small children, much like Nick Tuner's previous game Demons to Diamonds.

"atariprotos.com"



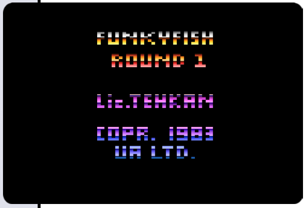
N / P

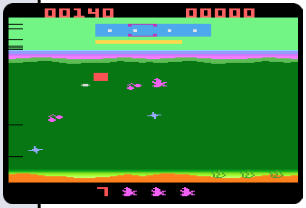
Funky Fish

Developer UA Limited
Publisher UA Limited
Genre Shooter
Mode 1 Player

Funky Fish is a port of the 1981 arcade game by Sun Electronics. It was programmed by UA Ltd., the same company that programmed all the games for the Emerson Arcadia 2001. It's unknown why this game (and the other UA prototypes) was never released commercially.

"atariage.com"


FUNKYFISH
ROUND 1
Lic.TEHKAN
COPR. 1983
UA LTD.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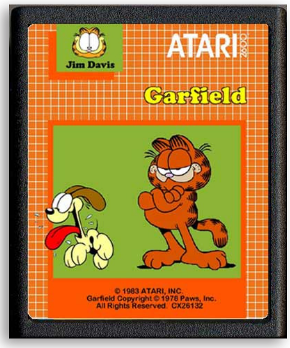
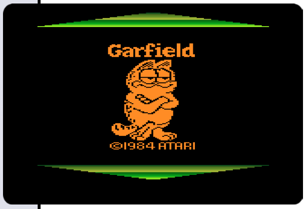

Jim Davis
ATARI
2600
Garfield
© 1983 ATARI, INC.
Garfield Copyright © 1978 Paws, Inc.
All Rights Reserved. CX26132

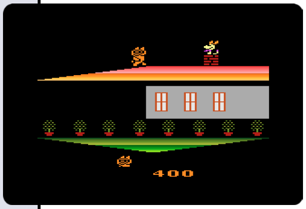
Garfield

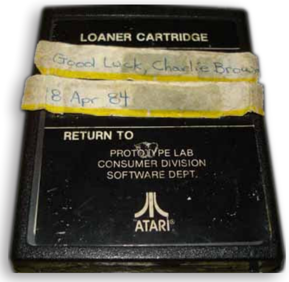
Developer Atari *(P: Steve Woita, G: Mimi Doggett)*
Publisher Atari
Genre Platformer
Mode 1 Player

While Atari may have thought Garfield had limited appeal, its obvious they didn't take the time to play the game. Had they actually taken a close look at Garfield they would have discovered that while it may feature a well-known cartoon cat, it was actually a great side scrolling platform game (something the 2600 library was sorely lacking). Even in its unfinished state, Garfield proves that the 2600 could do a multi-screened side scrolling game.

"atariprotos.com"


Garfield
©1984 ATARI

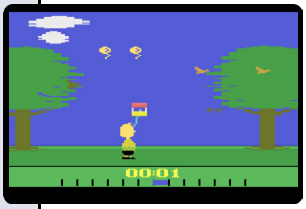


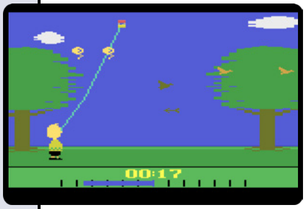

LOANER CARTRIDGE
Good Luck, Charlie Brown
8 Apr 84
RETURN TO
PROTOTYPE LAB
CONSUMER DIVISION
SOFTWARE DEPT.
ATARI

Good Luck, Charlie Brown

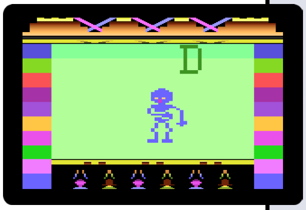
Developer Atari *(Christopher Omarzu)*
Publisher Atari
Genre Action
Mode 1 Player

This prototype was found at a flea market in Kenosha, WI, in a lab loaner cartridge case. The gameplay consists of one screen in which Charlie Brown must fly his kite while avoiding birds, balloons, rockets, and other obstacles. There is a wind gauge at the bottom of the screen that indicates wind speed and direction. A timer counts up, but doesn't seem to affect gameplay. Pushing up and down on the joystick will let the string in and out, and moving left and right affect the direction of the kite flying.





Grover's Music Maker
© ATARI 1983



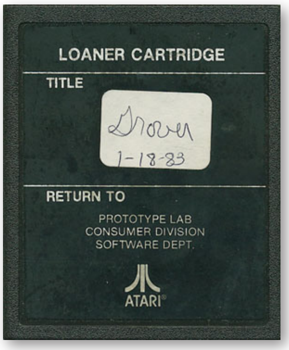
Grover's Music Maker

Developer	Atari
Publisher	Atari
Genre	Edutainment
Mode	1 Player

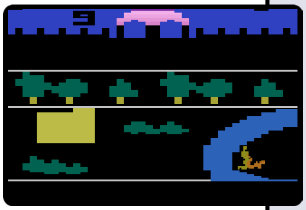
Originally the star of Grover's Egg Catch, the starring role was quickly given to Big Bird after someone at Atari woke up and realized that Grover had nothing to do with eggs and giant yellow bird might be a better choice. After being booted from the egg catch, Grover was given the music maker gig.

It's unknown why Grover got canned, but it may be due to Atari pulling the plug on the 2600 Children's series after its less than stellar performance.

"atariprotos.com"


LOANER CARTRIDGE
TITLE
Grover
1-18-83
RETURN TO
PROTOTYPE LAB
CONSUMER DIVISION
SOFTWARE DEPT.
ATARI

[c] 1982
Multivision



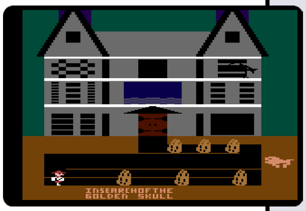
Harem

Developer	Multivision *(Michael Case)*
Publisher	Multivision
Genre	Action
Mode	1 Player

In this game, the player character must contend with snipers, dragons, poisonous snake women, and gargoyles all in an attempt to get laid. Players starts at the lower left of a multi-tiered screen and must make his way to the woman to the right, however they'll soon find out that someone is out to stop their conquests at all costs.

In 2007, Digital Press tracked down the game's programmer and released the ROM with his permission.

MULTIVISION
creates
Games for the Players
harem



In Search of the Golden Skull

Developer	VideoSoft *(Jerry Lawson)*
Publisher	M-Network
Genre	Action-adventure
Mode	1 Player

In Search of the Golden Skull was supposed to be a huge action/adventure game the likes of which the 2600 has never seen. Mattel tapped Videosoft (makers of the Color Bar Generator) to do Golden Skull instead of their normal 2600 contractor APH.

The game was never completed, and only a playable demo was produced. The game was cancelled because it would have required the use of a 16K ROM and 2K RAM cartridge, and was a 2600 product only (no Intellivision tie-in).

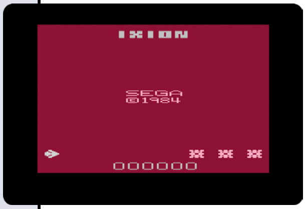
N / P

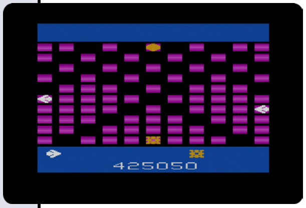
Ixion

Developer	Sega
Publisher	Sega
Genre	Action
Mode	1 Player

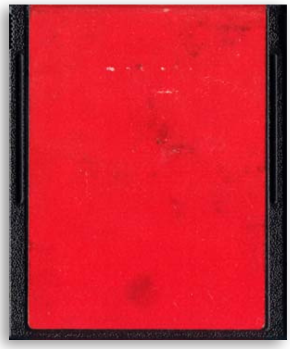
Here’s an oddity, an unreleased 2600 game that’s a port of an unreleased game (an unreleased 8-bit port exists as well). It appears that although Sega developed Ixion for multiple platforms, they never released it for anything.

Ixion is an interesting game that doesn’t seem to play like anything else in the 2600 library. The goal of the game is to grab the five white squares scattered across the screen and spell the word Ixion before the time runs out.





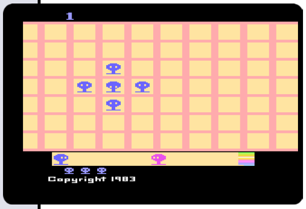
Kabobber

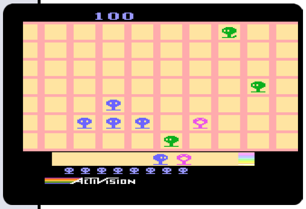


Developer	Activision *(Rex Bradford)*
Publisher	Activision
Genre	Action
Mode	1 Player

Kabobber is one of the lost Activision titles that people all knew existed somewhere, but it wasn’t until 2001 that a prototype was finally confirmed to exist and the rom was released. The game was never advertised or mentioned in any Activision catalogs.

Kabobbers are strange little creatures who love wreaking havoc. The objective is to send in the players Buvskies to krush the Kabobbers before they krush the players.





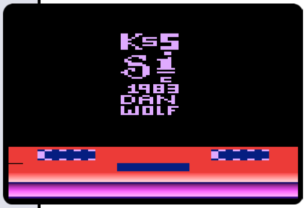
Kamikaze Saucers

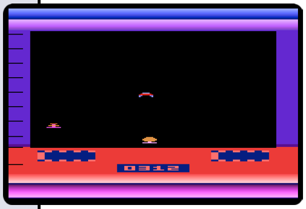
N / P

Developer	Syncro *(Dan Wolf)*
Publisher	Syncro
Genre	Shooter
Mode	1 Player

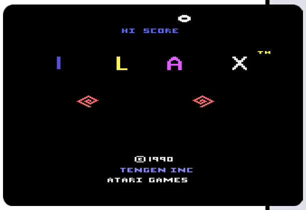
Kamikaze Saucers was a little known 2600 game that most people assumed was never even started. However after the programmer gave the rom image to Atari Age to be distributed to the gaming community, the game proved to be very much real. There was no mention of Kamikaze Saucers on any game list, but Syncro did take out full page ads for the game so they must have been close to releasing it. The is the average shooter along the lines of Atlantis or Demon Attack.

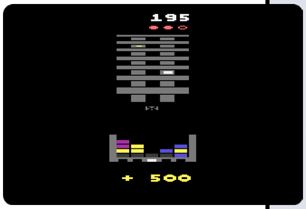
“atariprotos.com”





KLAX





Developer Atari *(Steve DeFrisco)*
Publisher Atari
Genre Puzzle
Mode 1 Player

Klax has the honor of being the last 2600 game to be developed and released. It was released so late in fact that it only made it out overseas in PAL format. Several years ago Best Electronics uncovered nine NTSC prototypes that proved to be the final version. This proves that Atari was planning on releasing it in the US but the crumbling 2600 market made them rethink their decision.

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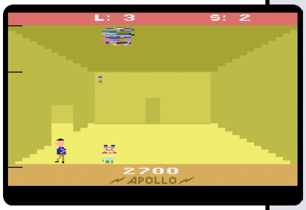
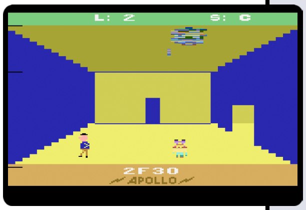
2600 KLAX
Lo 6/14/90
2600 KLAX
Hi 6/14/90

Kyphus





Developer Apollo
Publisher Apollo
Genre Action
Mode 1 Player

Looking a little like a cross between Racquetball and Space Cavern, Kyphus is an odd game in which the player must maneuver a guy through a pseudo-3D maze of rooms avoiding what appears to be a glowing cloud that shoots lasers, while being followed by a multi-colored robot.

Unfortunately, this prototype is very incomplete. There appears to be no collision detection, few sounds, and almost no gameplay.

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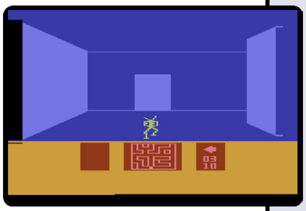
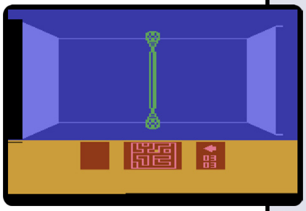
Labyrinth

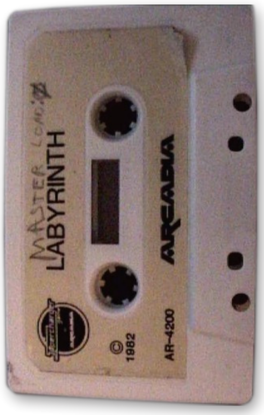




Developer Starpath *(Dennis Caswell)*
Publisher Starpath
Genre Action
Mode 1 Player

Labyrinth was listed in an early Starpath Catalog, but was eventually released as Escape From the Mindmaster. Labyrinth is an obvious work-in-progress version of Escape From the Mindmaster, but with many changes from what was finally released (different mazes, sounds, music, etc.). It was discovered in an eBay auction with other Starpath titles by a member of the NorthWest Classic Games Enthusiasts.

"atariage.com"



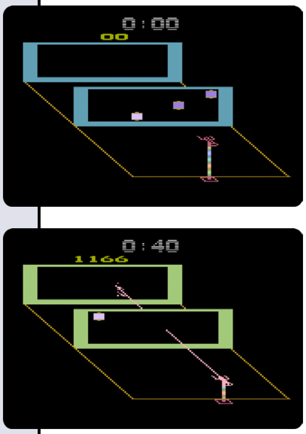
Lasercade

N / P

Developer	Videa *(Lee Actor)*
Publisher	Videa
Genre	Shooter
Mode	1 Player

Best described as a 3-D shooting gallery, Lasercade is an odd little game designed by Videa. The first thing players will be bound to notice upon booting Lasercade is how nice the graphics look. It's hard to believe that the 2600 can do a 3/4th perspective shooting game, but Lasercade is the proof. The goal of the game is to shoot all the targets in the upper section of the screen before time runs out.

"atariprotos.com"



Loco-Motion

N / P

Developer	M-Network *(P: Jeff Ratcliff, S: Patricia Lewis Du Long)*
Publisher	M-Network
Genre	Puzzle
Mode	1 Player

Based off the 1981 Konami coin-op of the same name, Locomotion is really an update of the old sliding tile puzzle but with a twist. Not only do players have to slide the various track pieces around to keep the train from running off the track, but they also have to go through all the stations to pick up passengers before they riot. With a strict timer and tricky mazes, this simple task isn't nearly as easy as it sounds. The game also feature runaway crazy trains.

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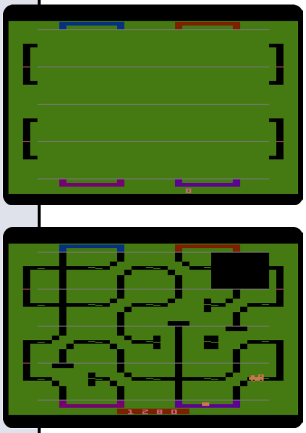

Looping

N / P

Developer	Individeo *(Ed Temple)*
Publisher	Coleco
Genre	Action
Mode	1 Player

Looping is an unreleased prototype for the Atari 2600 based on the 1981 Venture Line arcade game of the same name. It's unknown why this game was never released, as it appears to be complete and would have been one of the better titles released by Coleco on the 2600. It is fairly close to the ColecoVision version of the game in terms of gameplay, but is a difficult game, either of which could be a reason for why it was not released.

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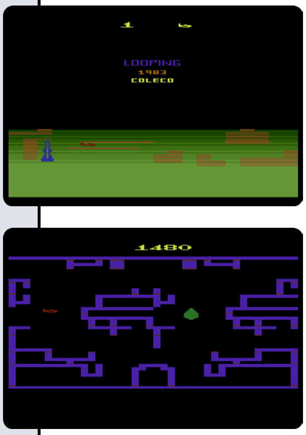
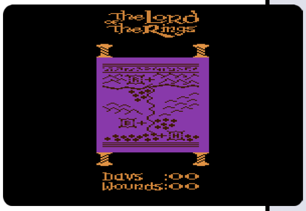
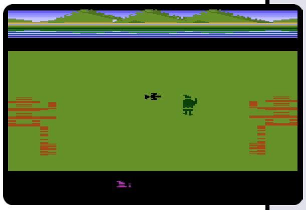


Lord of the Rings: Journey to Rivendell



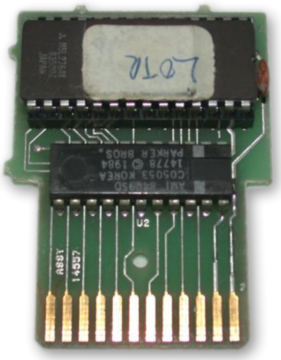


Developer	Parker Brothers *(Mark Lesser)*
Publisher	Parker Brothers
Genre	Action
Mode	1 Player

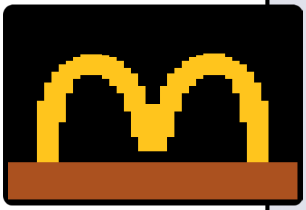
The Lord of the Rings, Journey to Rivendell has been the subject of speculation for many years by Atari collectors. This game was featured in a 1983 Parker Brothers catalog but was never released.

AtariAge discovered this prototype in 2001 and quickly made the binary image available to fellow Atari enthusiasts.

"atariage.com"



McDonald's

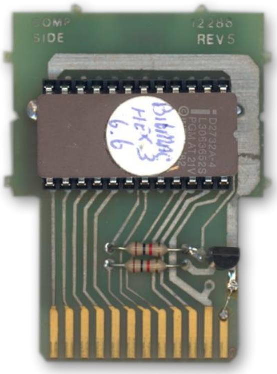


Developer	Parker Brothers *(D: Isabel Garret, P: Dave Engman)*
Publisher	Parker Brothers
Genre	Action
Mode	1 Player

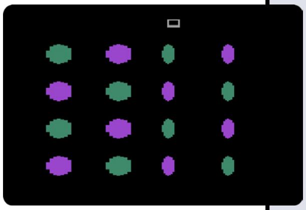
Curt Vendel of the Atari Museum was able to track down an early version of the game, as well as chat with Isabel Garret, the designer at Parker Brothers responsible for the gameplay. In addition to making this early work-in-progress available, Curt also secured copies of documentation and sketches created during the game's development.

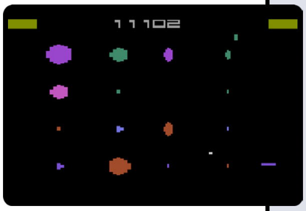
The game is just an unplayable demo. In fact the golden arches are all players see in this prototype.

"atariage.com"



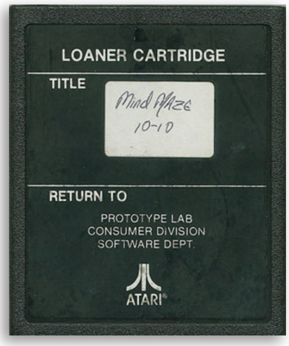
Meltdown





Developer	Videa *(David Ross)*
Publisher	20th Century Fox
Genre	Puzzle
Mode	1 Player

Not to be confused with the Atari game by the same name (which was released for the 7800), Meltdown was one of the final 20th Century Fox titles to be developed (Crash Dive was the absolute last) but was never released. Why TCF decided to cancel Meltdown is unknown, but was most likely due to the collapsing video game market. The decision to cancel the game must have been made at the last moment, as advertisements proudly boasting "Just Released" had already been printed.

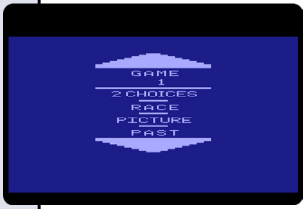

LOANER CARTRIDGE
TITLE
Mind Maze
10-10
RETURN TO
PROTOTYPE LAB
CONSUMER DIVISION
SOFTWARE DEPT.
ATARI

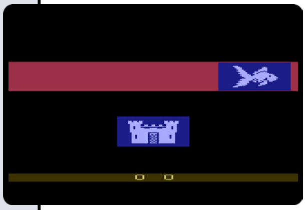
Mind Maze

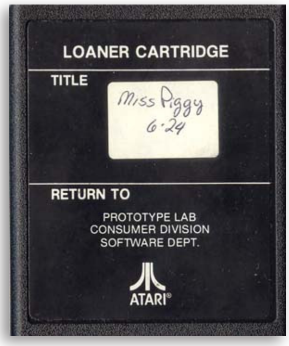
Developer	Atari *(P: Gary Shannon, D: Howard Scott Warshaw)*
Publisher	Atari
Genre	Puzzle
Mode	1 Player

The existence of this prototype has been suspected for years (often listed as a game for the Mindlink controller), and now Matt Reichert has managed to secure a copy to confirm its existence. Mind Maze appears to be some type of memory match game, but is not a terribly interesting game and does not appear to be complete. Still, it's an interesting piece of Atari history and another mystery put to rest.

"atariage.com"


GAME
1
2 CHOICES
RACE
PICTURE
PAST



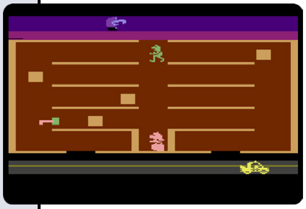

LOANER CARTRIDGE
TITLE
Miss Piggy
6-24
RETURN TO
PROTOTYPE LAB
CONSUMER DIVISION
SOFTWARE DEPT.
ATARI

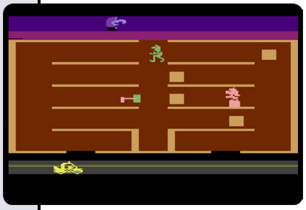
Miss Piggy's Wedding

Developer	Atari *(Suki Lee)*
Publisher	Atari
Genre	Maze
Mode	1 Player

The origin of Miss Piggy's Wedding is a bit of a mystery. Despite being coded in mid-1983 and scheduled for a Fall release, it appears to be based on the wedding scene finale of The Muppets Take Manhattan which wasn't released until July of 1984. However since Atari had a deal to produce games based on the Muppets, the mostly likely explanation for this discrepancy is that they were given an advance copy of the script so they could start coding the game.

"atariprotos.com"





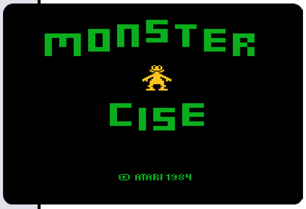
N / P

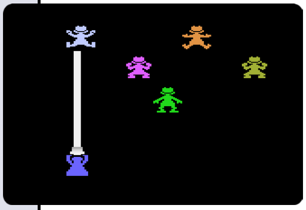
Monstercise

Developer	Atari
Publisher	Atari
Genre	Action
Mode	1 Player

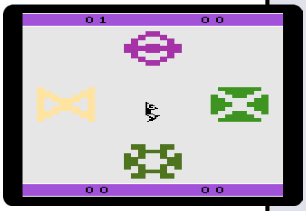
The history of this game is also a bit of a mystery. According to the copyright message its part of the Children's Computer Worshop series, but its part number (CX-26131) and late copyright date (1984) are well outside the Children's Series range (CX-26101 - CX-26115). Atari may have been planning some kind of series for young children and infants in order to reach as wide an audience as possible.

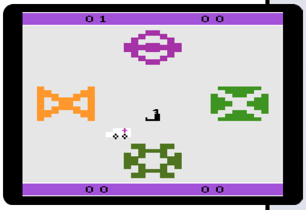
"atariprotos.com"


MONSTER
CISE
© ATARI 1984



Off Your Rocker

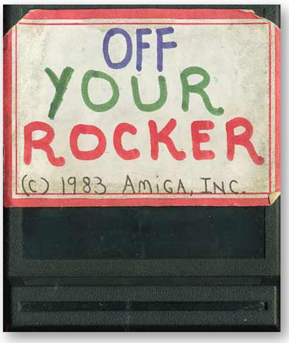




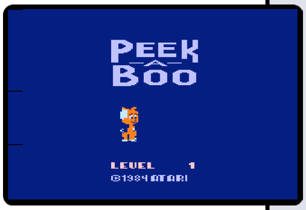
Developer VideoSoft
Publisher Amiga
Genre Action
Mode 1-4 Players

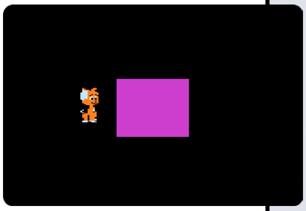
This game was completed, but never officially sold by Amiga. However, it seems they sent off a large quantity of unlabeled cartridges to a company called Pleasant Valley Video who then sold them to the public. The label is a simple hand drawn affair.

Off Your Rocker is a Simon Says game in which players must correctly mimic the sound and color pattern displayed on the screen. This is accomplished by moving the little guy in the direction of the proper color.



Peek-a-Boo





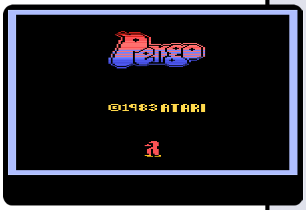
Developer Atari *(Bill Aspromonte)*
Publisher Atari
Genre Puzzle
Mode 1 Player

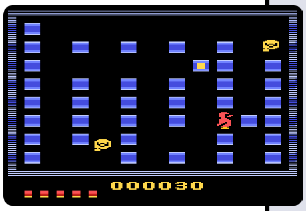
According to Atari, Peek-A-Boo was to be a revolutionary new video activity based on the familiar concepts of Peek-a-Boo and Hide 'n' Seek. It was supposed to teach important concepts such as spatial orientation, direction, and memory that build a child's self-esteem and teach them to have fun on the 2600.

Obviously Atari was trying to branch out to all age groups, young and old with its new line of games. Unfortunately with the collapsing market there was no room for niche games like Peek-A-Boo.

N / P

Pengo





Developer Atari *(P: Mark Hahn, G: Courtney Granner)*
Publisher Atari
Genre Action
Mode 1-2 Players

This prototype is from 1983, one year before the finished version of Pengo was released. The title screen is more stylized in the prototype version, and according to programmer Mark Hahn it was dropped from the finished version due to memory constraints. There are some other small differences in this version as well, such as the placement of the ice blocks, and it appears to be fully playable.

"atariage.com"

N / P

ODYSSEY
NAP CONSUMER ELECTRONICS CORP
A PROBE 2000 VIDEO GAME
Copyright © 1983
North American Philips Consumer Electronics Corp.
Assembled in Mexico
PURSUIT OF
THE PINK PANTHER
Scene 1 Choose skill level with Game Select. Press action button to start. Use joystick to catch cobblestones rebuild catwalk & exit right edge of screen. Scene 2 Use joystick to enter elevator. Press action button!
Scene 3 Use joystick to leap to floating island & swinging rope. Press action button to invert. Pull joystick to take diamond.
PROTOTYPE
THE PINK PANTHER

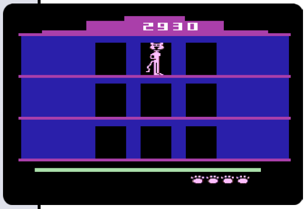
Pink Panther

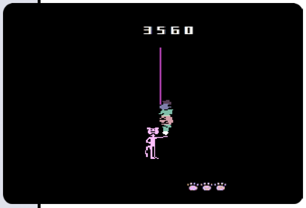
Developer Wickstead Design *(Roger Booth, Todd Marshall)*
Publisher Probe 2000
Genre Action
Mode 1 Player

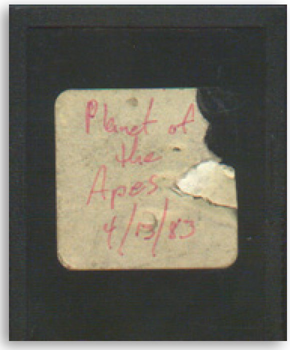
While Pink Panther was apparently ready to be released, the March 1983 issue of Electronic Games reports that Probe 2000 did not have enough chips to actually produce it. Years later this game was found in a thrift store by a lucky collector. It's an action game featuring three screens of gameplay.

The game has complete graphics, gameplay, sound effects and tunes for each level, including the famous Pink Panther theme by Henry Mancini.

"atariage.com"





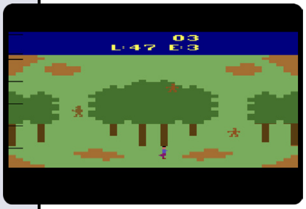

Planet of the Apes 4/13/83

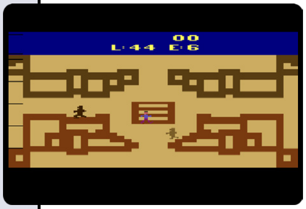
Planet of the Apes

Developer 20th Century Fox *(John Marvin)*
Publisher 20th Century Fox
Genre Action
Mode 1 Player

For years this prototype has been known as Alligator People, which AtariAge introduced in 1999 when it was known as the Atari 2600 Nexus. However, while Matt Reichert (aka Tempest) was researching his new AtariProtos.com website, he came to the realization that this game must instead be Planet of the Apes, and was simply mislabeled as Alligator People. Given Matt's description of the game and the accompanying screenshots, AtariAge tend to agree.

"atariage.com"





N / P

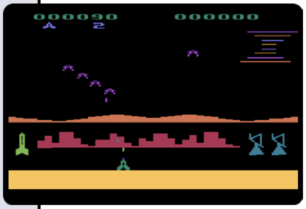
Pleiades

Developer UA Limited
Publisher UA Limited
Genre Shooter
Mode 1 Player

Pleiades is a port of the Centuri arcade game of the same name. It was programmed by UA Ltd., the same company that programmed all the games for the Emerson Arcadia 2001. Pleiades features three unique waves of action and seems to be nearly complete in terms of programming. It's unknown why this game (and the other UA prototypes) was never released commercially.

"atariage.com"

PLEIADES
© UA1983
LIC. BY TEHKAN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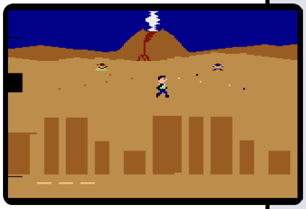
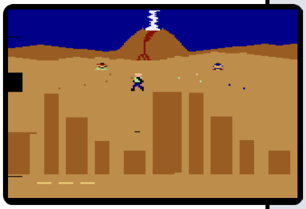
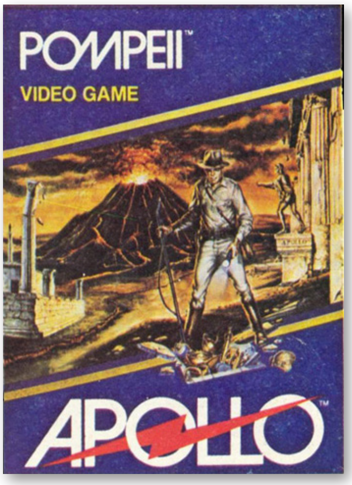
Pompeii





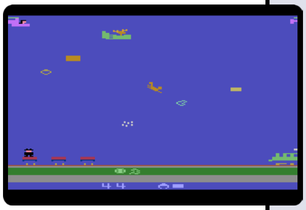
Developer	Apollo
Publisher	Apollo
Genre	Platformer
Mode	1 Player

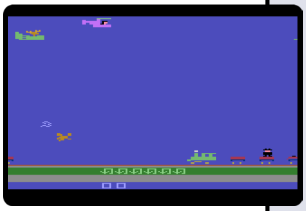
Pompeii was one of the last titles announced by Apollo, but went unreleased when Apollo became one of the first 2600 game companies to fold in the wake of the crash. From box art and a few brief descriptions one can surmise that the game revolved around an Indiana Jones like archaeologist who is trying to find treasures in the ruins of the ancient city of Pompeii.



"atariprotos.com"

Rocky and Bullwinkle



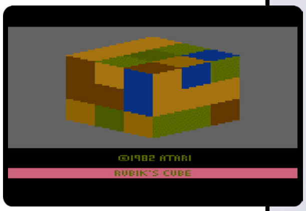


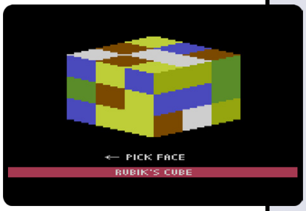
Developer	M-Network *(S: Patricia L. D. Long, P: Steve Crandall)*
Publisher	M-Network
Genre	Action
Mode	1 Player

Rocky & Bullwinkle is an interesting action game in which players must fly Rocky around the screen grabbing all the valuables before they float up to Natasha. R&B sort of plays like Kaboom in reverse, and resembles Dumbo's Flying Circus in some respects. Treasures can be snagged by flying Rocky over them and pressing the button, but Rocky can only hold two valuables at once. Even though Rocky & Bullwinkle was complete and passed quality assurance, it was canceled for unknown reasons.

N / P

Rubik's Cube 3D



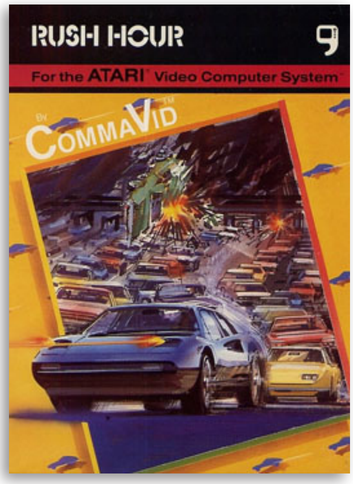


Developer	Atari *(Peter C. Niday)*
Publisher	Atari
Genre	Puzzle
Mode	1 Player

Rubik's Cube 3D is a completely different version of the Rubik's Cube game that Atari eventually released. The version Atari released is a pretty simple 2D affair, but this prototype is an astonishing 3D version of the game. This prototype was found in 2002 by David Winter and came as a surprise as its existence was not previously known. This version of the game includes a solve option and will also allow players to change the colors of individual tiles.

"atariage.com"

N / P

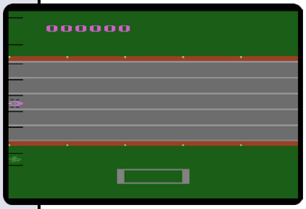

RUSH HOUR
9
For the ATARI Video Computer System
CommaVid

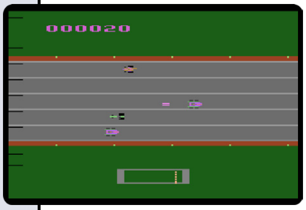
Rush Hour

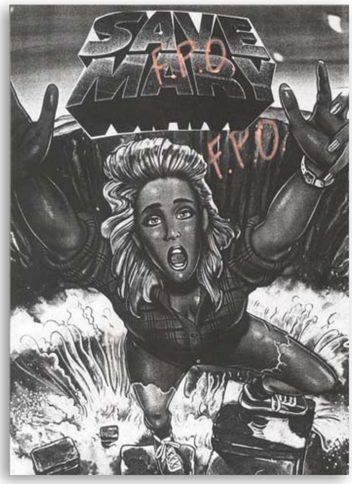
Developer CommaVid *(Ben Burch)*
Publisher CommaVid
Genre Action
Mode 1 Player

Rush Hour is one of several CommaVid games (Underworld and Mission Omega being the others) that never saw commercial release. The game appeared in catalogs and even prototype boxes exist, showing that CommaVid was close to being released. While Rush Hour appears to be fairly complete in terms of gameplay, there are some obvious bugs and features not yet implemented that demonstrate the game was not quite ready for release.

"atariage.com"



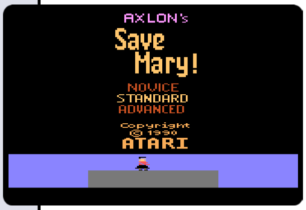


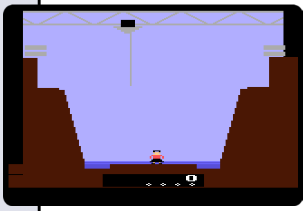

SAVE MARY
FPO
FPO

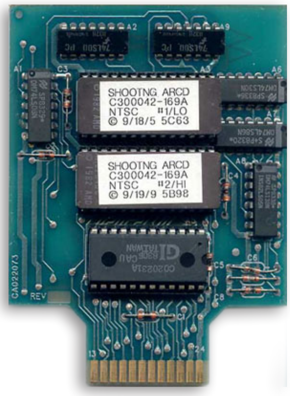
Save Mary

Developer Axlon *(Tod Frye)*
Publisher Atari
Genre Action
Mode 1 Player

Save Mary! was one of those 2600 revival titles that should have been released but was ultimately lost when Atari closed its Atari 2600 operations in 1990. Save Mary! may have been in development longer than any other Atari 2600 game (over two years according to some sources). One reason for this was Atari management constantly making changes to an already complex game, but another reason for the long development cycle was that programmer Tod Frye may only have been working part time for Atari at the time.


AXLON's
Save
Mary!
NOVICE
STANDARD
ADVANCED
Copyright
© 1990
ATARI

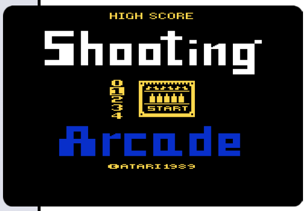


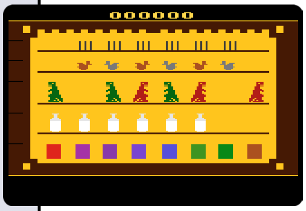

SHOOTING ARCD
C300042-169A
NTSC #1/LO
© 9/18/5 5C63
SHOOTING ARCD
C300042-169A
NTSC #2/HI
© 9/19/9 5B98

Shooting Arcade

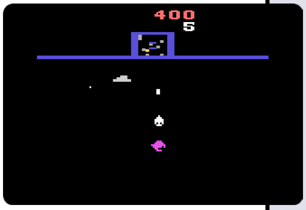
Developer Axlon *(Tod Frye)*
Publisher Atari
Genre Light-gun
Mode 1 Player

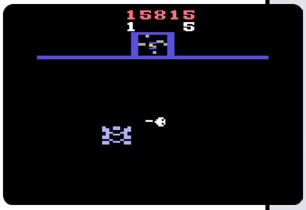
Shooting Arcade is one of only two 2600 games to use the light gun, but was never released. This is a shame because Shooting Arcade is a creative light gun target game similar to the Point Blank series, and would have been unique among 2600 games. Interestingly it appears that Shooting Arcade was not developed in the US, but rather in Mexico by a company called Heuristica. How Axlon was invovled is unknown, but they may have simply sub-contracted the game out to Heuristica instead of doing it themselves.

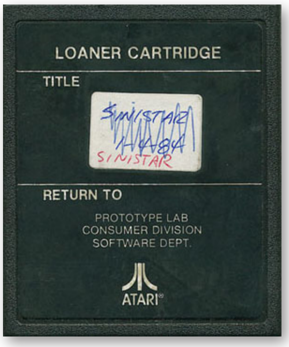

HIGH SCORE
Shooting
START
Arcade
©ATARI 1989



Sinistar



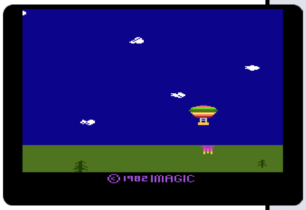


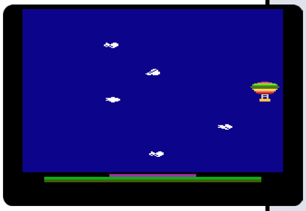

LOANER CARTRIDGE
TITLE
SINISTAR
RETURN TO
PROTOTYPE LAB
CONSUMER DIVISION
SOFTWARE DEPT.
ATARI

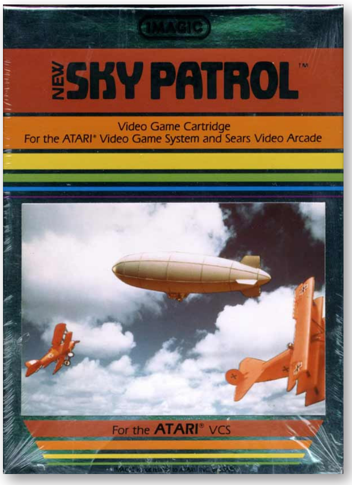
Developer	Atari *(Lou Harp)*
Publisher	Atari
Genre	Shooter
Mode	1 Player

Sinistar was to be a port of one of the most beloved (and difficult) arcade games of all time, combining fast action, mind numbing speed, and evil sounding voice synthesis into one explosive package. The main object of the game is to destroy Sinistar, a giant metal creature bent on destroying the universe and whatever else that gets in its way. Around the time Sinistar was being completed, the video game market was crumbling fast and many new games never got released. This may be one of the reason the game never got released.

Sky Patrol


©1982 IMAGIC




IMAGIC
NEW
SKY PATROL™
Video Game Cartridge
For the ATARI® Video Game System and Sears Video Arcade
For the ATARI® VCS

Developer	Imagic *(Brad Stewart)*
Publisher	Imagic
Genre	Action
Mode	1 Player

Also known as Aerial Ace, Sky Patrol was a hot air balloon simulator and was the only Imagic title for the 2600 never to be released. The prototype for this game was shown at the 82 CES show, complete with a mock up of what the production box and label would have looked like. The picture on the label, displaying World War I vintage biplanes attacking a dirigible, is interesting as it shows more of what the final game would have looked like if it had been completed.

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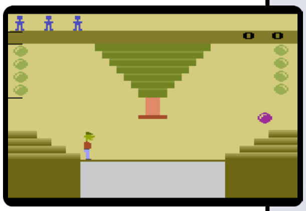
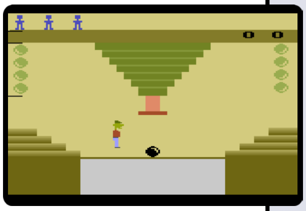
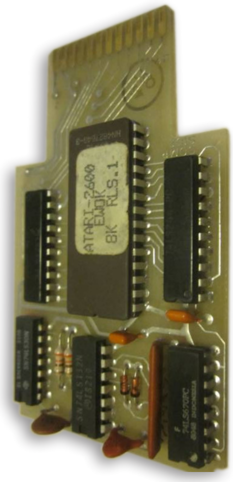
Squoosh





Developer	Apollo
Publisher	Apollo
Genre	Action
Mode	1 Player

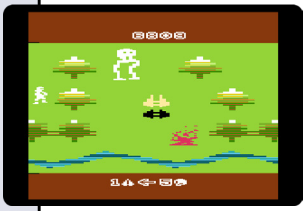
Much like Apollo's other famously unfinished game Pompeii, Squoosh is an unplayable demo showing what the game screen would have looked like. Players control a guy who can move left and right around the screen, and jump with the fire button. In the middle of the screen is a giant press with a covered pit underneath it. The concept of this game was to have the guy kick or move grapes into the center of the screen where the press would come down and 'squoosh' them into wine (which would collect in the pit below).

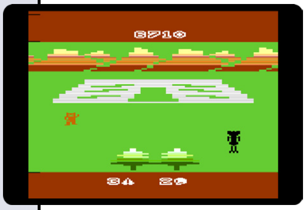


Star Wars: Ewok Adventure

Developer	Parker Brothers *(Larry Gelberg)*
Publisher	Parker Brothers
Genre	Action
Mode	1-2 Players

Star Wars: Ewok Adventure was one of the games everyone was sure existed somewhere, but didn't turn up until 1997 when a collector had a friend whose father worked at Parker Brothers give him one of the most sought after 2600 games in existence. Unfortunately the rom was never distributed for various reasons ranging from fear of lawsuits from Lucasfilm to the possibility of selling it on Ebay. While this prototype was never seen again (most likely sold to a collector in a private deal), a PAL version was discovered in 2001 and released.





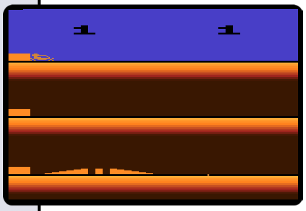
Stunt Cycle
7/21/80
ATARI

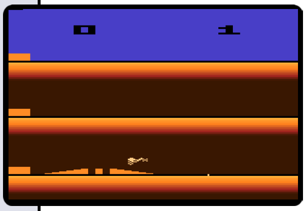
Stunt Cycle

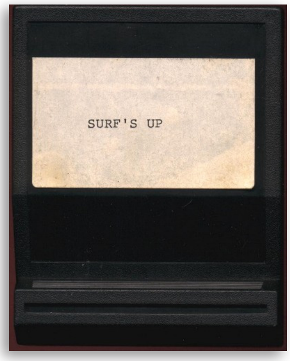
Developer	Atari *(Bob Polaro)*
Publisher	Atari
Genre	Racing
Mode	1 Player

Sometime in 1980 Atari decided that their standalone console, Stunt Cycle, would make a great 2600 game, so Bob Polaro was tapped to do the conversion. Using the paddle controllers to simulate the original consoles bike grips, Bob made a perfect port of the standalone console. One change that was made to the game was the addition of color. Since the original coin-op and home console were from 1976, the graphics were in Black and White (which was standard at the time).

"atariprotos.com"







Surf's Up

Developer	VideoSoft
Publisher	Amiga
Genre	Sports
Mode	1 Player

Surf's Up was the third and last game to make use of Amiga's JoyBoard controller. In the game players control a little yellow surfboard which they can move about the screen in an attempt to "ride the wave". Players can move towards the top of the wave (represented by a red line) to score points, but if they stay there too long they'll wipe out. Beyond that players can move left and right along the screen, but they don't gain any points for doing so.

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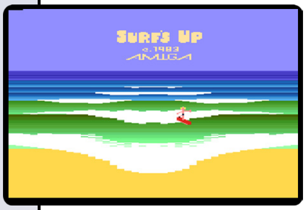
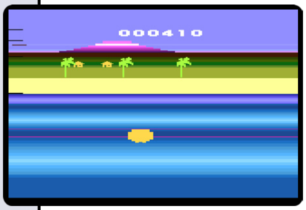
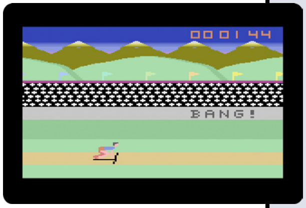




Sweat: The Decathlon Game

SWEAT
copyright 1983
STARPATH



Developer Starpath *(Scott Nelson)*
Publisher Starpath
Genre Sports
Mode 1-9 Players

Sweat! was to be Starpath's version of Activision's Decathlon for the Supercharger. Given the fact that the Supercharger allowed for more memory and larger games, Sweat! probably would have been an amazing game had it been completed.

A lot of effort was being put into this game, so it's a shame that it never was finished. Thankfully the concept was saved and used as the basis for the ever-popular Summer Games series.

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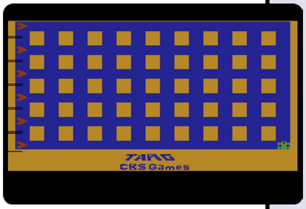
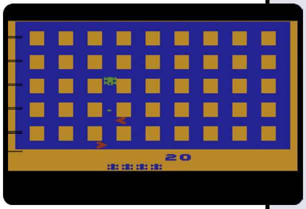
N / P

Targ





Developer CBS Electronics
Publisher CBS Electronics
Genre Action
Mode 1 Player

Port of the of the obscure Exidy coin-op of the same name, Targ is a simple yet strangely addictive action game that never saw a home port. Originally planned as a CBS release, Targ fairly far along in the development process but shelved due to the crumbling video game market. Targ was eventually picked up, finished, and released by Telegames as Universal Chaos. However due to licensing issues, the graphics and name had to be changed.

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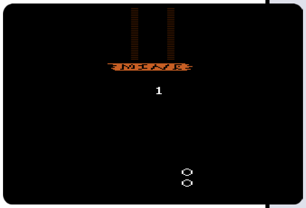
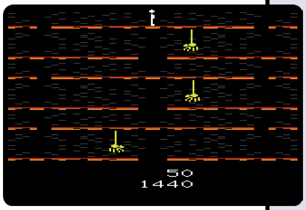
N / P

Telepathy





Developer Atari *(Dan Oliver)*
Publisher Atari
Genre Action
Mode 1 Player

Telepathy is one of two known prototype games that were developed for Atari's failed Mindlink controller. Telepathy was actually developed as a demo to show what kind games the Mindlink could do. This "demo" is made up of seven different action screens held together by a loose "mine" theme. Thankfully Telepathy is playable without the Mindlink controller by pressing the joystick button. It's unknown if Atari was thinking of releasing Telepathy sans Mindlink or if the joystick code was put in the game for playtesting purposes.

Telepathy LO
Telepathy HI

VIDEO GAME PROGRAM FOR USE WITH THE ATARI 2600™ VCS
ATARI 2600
TEMPEST™

Tempest

Developer	Atari *(Carla Meninsky)*
Publisher	Atari
Genre	Shooter
Mode	1 Player

On the list of games that probably should never have been tried on the 2600, Tempest has to be near the top. Why Atari decided they could reproduce a 3D vector game on the 2600 is not know, but the results weren't pretty. Sometimes one has to respect the limitations of the 2600.

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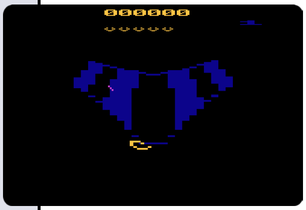
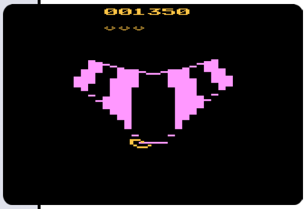


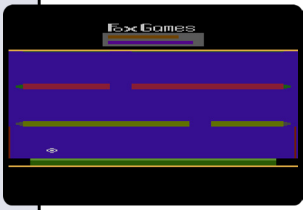


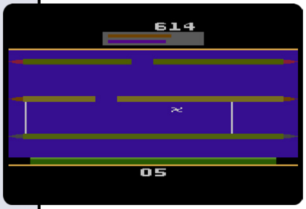
The Entity
What You Can't See
Can Hurt You!

The Entity

Developer	20th Century Fox *(Mark Klein)*
Publisher	20th Century Fox
Genre	Action
Mode	1 Player

The Entity is an unreleased 20th Century Fox game based on a horror movie sharing the same name. It's odd that Fox decided to go forward with this project, given the movie's disturbing adult theme where a young woman is raped by a ghost. This could very well be why Fox didn't release the game, although the game itself has little in common with the movie's subject matter. The Entity was programmed by Mark Kline, who was responsible for two other unreleased Fox games, Pick Up and Look Ahead.



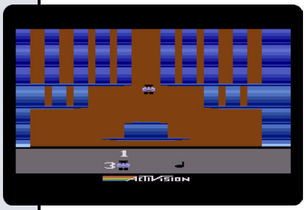


Thwocker

Developer	Activision
Publisher	Activision
Genre	Action
Mode	1 Player

Thwocker is an unreleased prototype originally programmed by Charlie Heath at Activision. It was recently discovered by one of AtariAge readers, d8thstar, who found a copy at a local thrift store. While Thwocker looks fairly polished and complete, it reportedly is only around 80% complete. Which is unfortunate as it's a great looking 2600 game with interesting gameplay to boot.

"atariage.com"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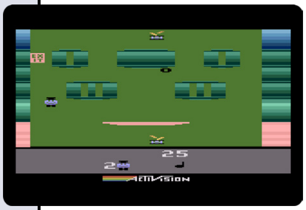
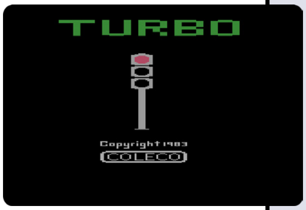
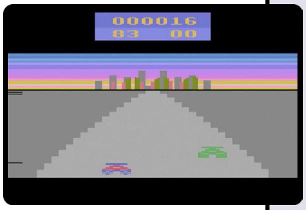
3
ACTIVISION


25
2
ACTIVISION

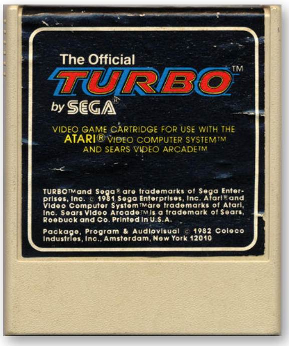
Turbo


TURBO
Copyright 1983
COLECO

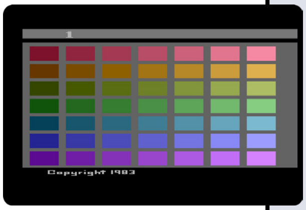

000016
83 00

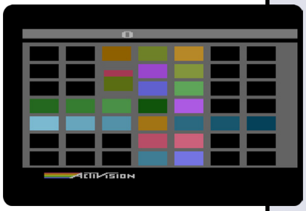
Developer	Gordon Martin & Associates
Publisher	Coleco
Genre	Racing
Mode	1 Player

Turbo is an unreleased prototype that was developed for the Atari 2600 by Coleco, but was never commercially released. Like most of Coleco's Atari 2600 games, Turbo is an arcade port, based on the Sega arcade game of the same name. Until its discovery in 2006 by one of the game's original programmers, Turbo was considered one of the holy grails of Atari 2600 prototypes. This is due in part to the game being advertised by Coleco and included in their Atari 2600 catalogs, as well as an appearance at the 1983 CES.


The Official
TURBO™
by SEGA
VIDEO GAME CARTRIDGE FOR USE WITH THE ATARI® VIDEO COMPUTER SYSTEM™ AND SEARS VIDEO ARCADE™

Unknown Game #1

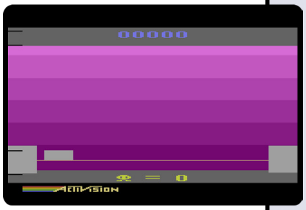

1
Copyright 1983


0
ACTIVISION

Developer	Activision
Publisher	Activision
Genre	Puzzle
Mode	1 Player

Found in a salvage yard in 1998 by Ben Liashenko, the identity of this mysterious Activision prototype has eluded collectors for years. This prototype plays like a cross between a Rubik's Cube and the old sliding tile puzzle game. The goal of the game is to line up all the colors in each row from light to dark. If it`s done correctly the board should look like the start-up screen with the colors descending from red to purple. However lining up all the colors is easier said than done due to the unique way the squares move across the board.

Unknown Game #2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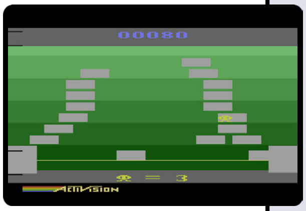
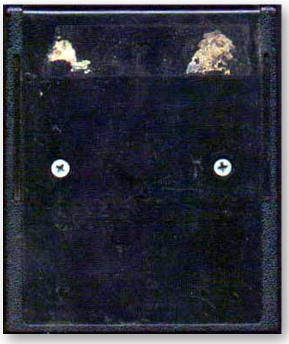
ACTIVISION

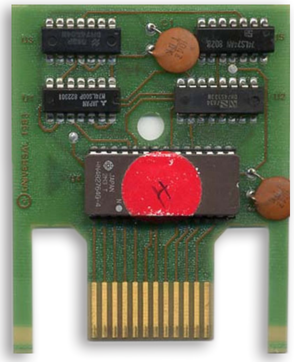

00080
ACTIVISION

Developer	Activision
Publisher	Activision
Genre	Puzzle
Mode	1 Player

This mysterious prototype was also found in a salvage yard in 1998 by Ben Liashenko. In this game players control a little alien who must use the blocks at the bottom of the screen to build a tower and escape. As the blocks come rolling down the conveyer belt, they must jump up and bump them so they land somewhere on the screen. Once they have constructed a nice little tower, they must carefully jump on the conveyer belt and then climb the tower to the next screen.

"atariage.com"



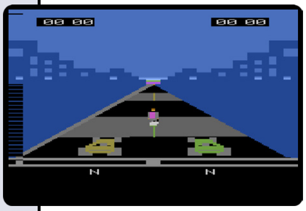


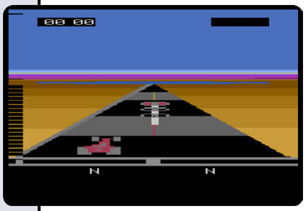
Unknown Universal

Developer	Unknown
Publisher	Unknown
Genre	Racing
Mode	1 Player

This prototype is a complete mystery. No programmer, no model number, and only a guess on the company The only information to the identity of this prototype is the name Universal, which is silk screened onto the EPROM board. One can speculate that this might have been a TCF game as another Universal style board was recently found in a TCF prototype. If this is indeed a TCF game then it might be the mysterious Six Pack that was mentioned in early manuals.

"atariprotos.com"





Venetian Blinds Demo

Developer	Activision *(David Crane)*
Publisher	Activision
Genre	Simulation
Mode	1 Player

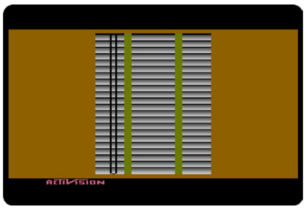
As the name implies the Venetian Blinds demo isn't a game, but a demo that simulates a pair of Venetian blinds. The joystick can be used to raise and lower the blinds by pushing up or down. When the blinds are raised a nicely done sunset is visible out the window.

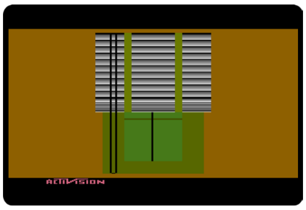
The story behind the Venetian Blind demo is rather interesting. As most people know, Activision was founded by several ex-Atari employees who had left due to Atari's policies on programmer recognition (or the lack thereof). One of these employees was Bob Whitehead, creator of the "Venetian Blinds" technique, which was first used in Atari's Video Chess to display eight objects in a row instead of the normal six. Even though Activision had never used the Venetian Blinds technique in any of their games, that didn't stop Atari from threatening to sue Activision for "stealing" the technique along with other various proprietary information.

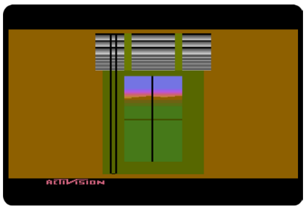
Since Activision knew that they hadn't stolen anything from Atari, they decided to play a little joke on Atari. According to David Crane, when the Atari's lawyers questioned them about the "stolen" Venetian Blinds technique David showed them this demo and said "Is this what you guys are referring to?". Apparently Atari wasn't in a laughing mood, and they went through with the lawsuit. In the end Atari ended up losing the case and Activision went on to become the most successful of the 2600 third party companies.

Although Activision never made a game out of this demo it didn't go completely to waste. The sunset was later used in the background of Barnstorming.

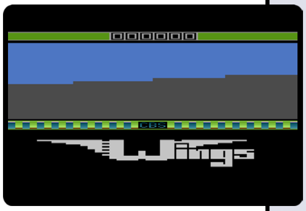
"atariage.com"

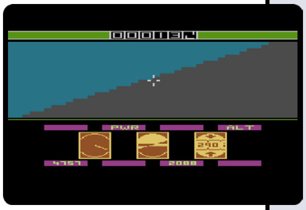






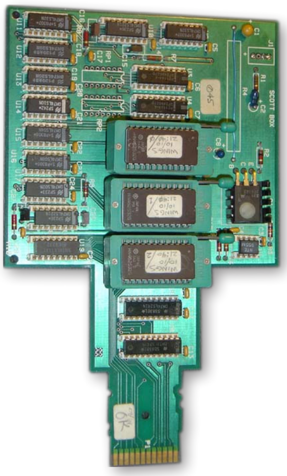
Wings



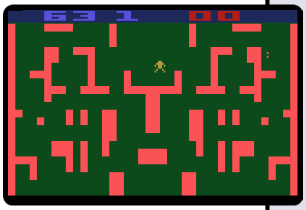


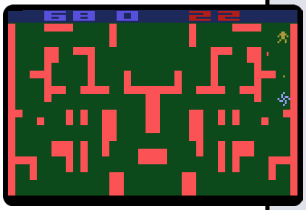
Developer CBS Electronics *(Stuart Ross)*
Publisher CBS Electronics
Genre Simulation, Shooter
Mode 1 Player

Wings is an air combat simulation that uses a control scheme of two joysticks. The first joystick controls the plane and the second controls access to the weapons. It was originally assumed the game would use the CBS Booster Grip controller, due to a prototype box that shows Wings packaged with the controller. Wings features a fairly sophisticated control panel (for a 2600 game), containing seven different gauges that let players keep tabs on their fuel, power, airspeed, altitude, radar, horizon, and compass.



Wizard





Developer Atari *(Chris Crawford)*
Publisher Atari
Genre Action
Mode 1 Player

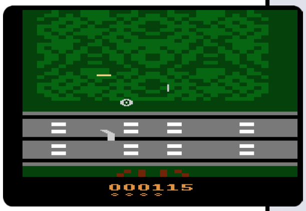
Wizard was supposedly the last of Atari's last 2K games, but went unreleased in favor of the new 4K games. Since Wizard was never advertised in any Atari catalogs and it was never assigned a part number, most people don't even know if its existence.

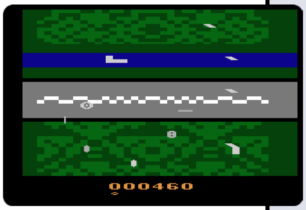
Wizard can best be described as a cross between Berzerk and Wizard of Wor. Players control a wizard who must attempt to destroy the swirling star shaped creature.

"atariprotos.com"

N / P

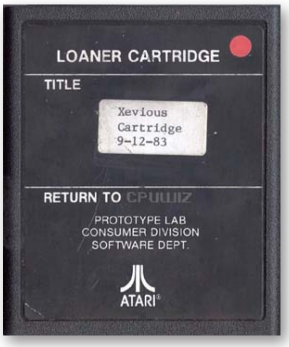
Xevious





Developer Atari *(Tod Frye)*
Publisher Atari
Genre Shooter
Mode 1 Player

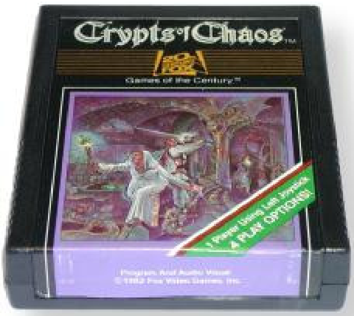
When Ray Kassar was fired as CEO of Atari in 1983, James Morgan was hired to take his place. Jim put all projects on hold for 30 days while he reviewed what had been going on during Ray's "reign of terror". Since the 7800 was deemed high priority, most 2600 and 5200 projects were put on hold or outsourced to GCC. It was originally assumed that Xevious was one of the 2600 titles that were killed off during this time, but recently a nearly complete version of the game was found proving that it survived at least until early 1984.



Label Variations

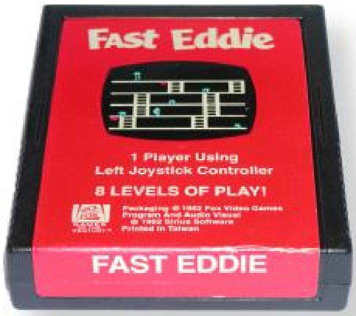
AtariAge

The 2600, by far, has the market cornered when it comes to label variations. Not only were a great deal of games released for the 2600, but due to the 2600's long lifespan, many games were sold for several years and were produced with several different labels. Most label collectors only seek out the major label variations for any given cartridge, while some go after every minor variation, of which there are quite a few. This list only contains major variations by each company, along with pictures so you can get a feel for what the differences are.



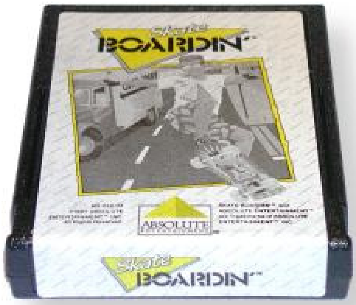
20th Century Fox
"Standard"

This is the standard label for 20th Century fox. The top has the game's name in a stylized font appropriate for the title, and beneath that is the 20th Century Fox logo. Below that is some artwork depicting game action. About half of the 20th Century Fox games have the name of the game on the end label while the others only have copyright text on the end, making them harder to identify without looking at the main label.



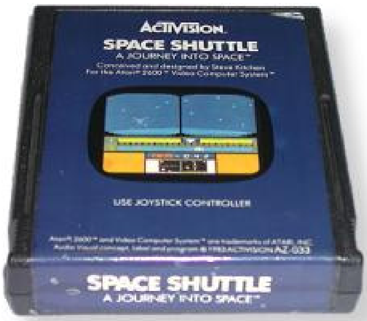
20th Century Fox
"Red Sirius"

Fox wanted to be in the videogame business in a hurry, so they licensed a number of games from software company Sirius. These games have a red label with white lettering, and an artist's rendering of what the game screen looks like in the middle of the label. When Fox began producing their own games, they used their own standard label.



Absolute Entertainment
"Standard"

Absolute cartridges don't particularly adhere to one standard. They have stylized fonts appropriate for the title, and have the Absolute Entertainment logo on the label. Some feature pictures on the label some don't. The end label has the name of the game, again in a stylized font. Absolute games come in an Activision case, complete with the Activision name embossed on the back. Be careful with F-14 Tomcat for the 2600 - many of these are mislabeled 7800 versions.

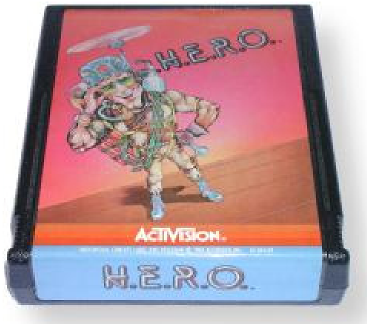


Activision
"Standard"

The standard Activision label has a solid background color with white lettering and the Activision logo on top. In the middle is an artist's rendering of a game screen with some brief instructions and game options sometimes shown below the picture. The end label has the name of the game again in white. The label end of the case is grooved with small lines, and the Activision name is embossed on the back of the case. Many of these were later released in the Blue label style.

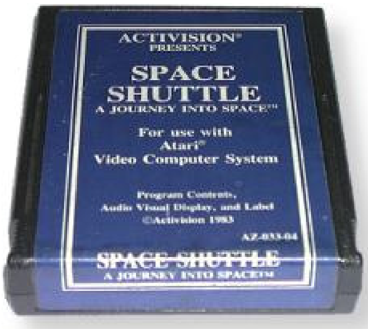
Activision
"Special"

Special labels are those that do not adhere to the standard one-color-white-text style that most Activision cartridges use. These cartridges usually have artwork that covers most of the label, and the title is in a stylized font. The Activision logo is still somewhere on the front of the label. The end label has the name in a stylized font as well.



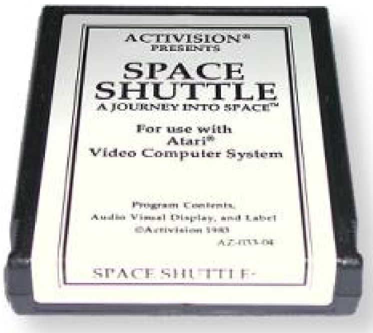
Activision
"Blue"

These labels came out of Activision's desire to cut costs late in the life of the 2600. Instead of the normal labels with nice fonts and multicolored pictures, Activision used a plain blue label with white text and no picture. A double-line border surrounds the text. The end label has the game title in this same plain font. Blue labels are slightly harder to find than their standard counterparts, but they aren't particularly rare.



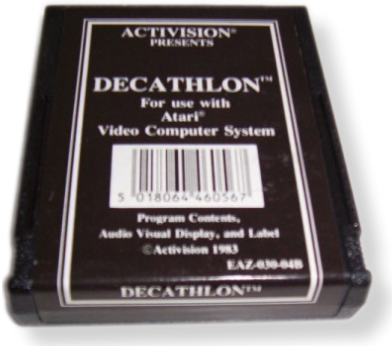
Activision
"White"

Most of Activision's white labels were released in Europe as PAL variations of North American NTSC releases. It's likely they were used for the same reasons as the Blue labels - to reduced production costs. In fact, they are exactly like the blue labels except they are white, usually with black text (some have blue text).



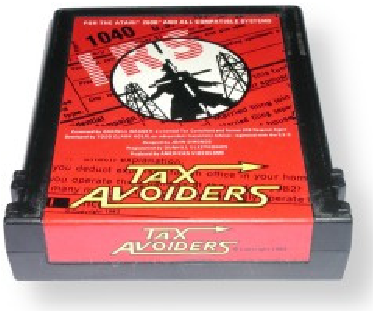
Activision
"Black"

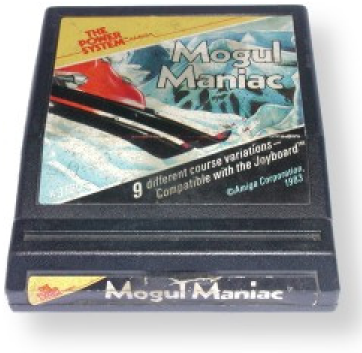
This is the black version of Activision`s releases.



American Videogame
"Standard"

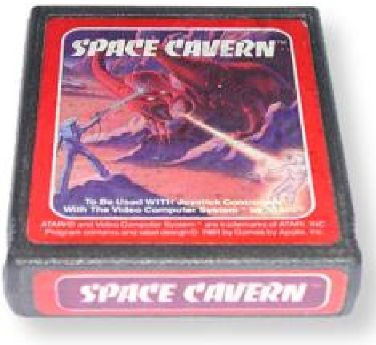
Since American Videogame only produced one game, Tax Avoiders, they only have a single label variation as well. It features a bright red label that wraps around to cover the end of the cartridge as well. The bulk of the label is occupied with a graphic, while the stylized Tax Avoiders name is featured on the front of the label as well as on the end. Credits for the game are actually listed in a small white font above the title. The game is contained in a Sega grip-style cartridge.





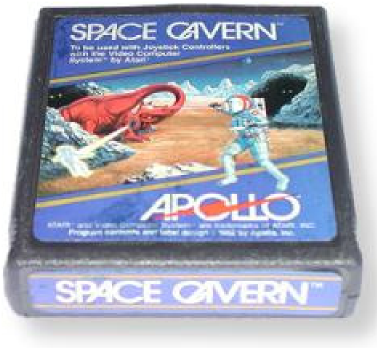
Amiga
"Standard"

The Amiga Standard label had one release, the game Mogul Maniac.



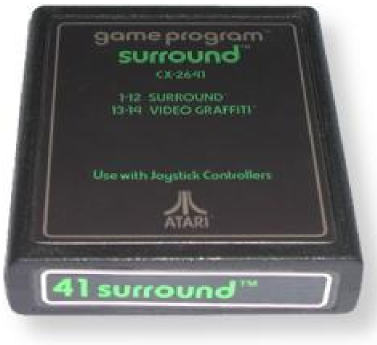
Apollo
"Standard"

This was the first style Apollo used for its games - colorful labels with interesting artwork and white text. End labels match the color of the main label and repeat the title. Later, Apollo moved to cut costs and began releasing their games with simpler blue labels. Some games were released in both styles.



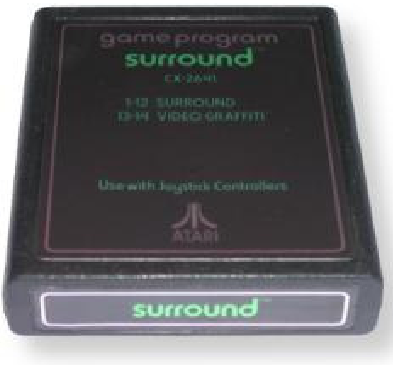
Apollo
"Blue"

Apollo Blue labels all follow a similar format - a blue background with white text and a diagonally slashing picture. The logo is featured prominently on the main label, and the end label has the game title in white text between two gold bars. Not all games were released with this label, and some were released in both styles.



Atari
"Text #"

When Atari launched the 2600 in 1977, they offered nine games for sale. These nine games had plain labels with colored text, and the end label had a number on it next to the game name. The number referred to the internal development number of the game. These numbered games were sold in gatefold boxes - the front of the box opened outward like a book. Atari only sold their games in this style for a year - after that, they changed to standard boxes and text labels without the accompanying numbers.



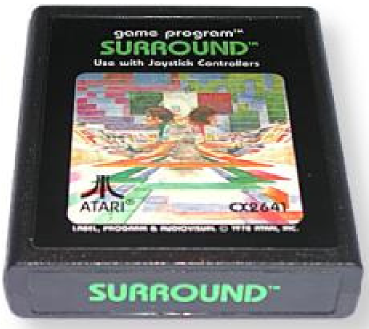
Atari
"Text"

Atari Text labels were the first major standard that Atari used. These labels are very simple text featuring different colors for different games, on a black background. There is a gray border around the main label and end label. Many Text label games were also produced with a Picture Label.

Atari

"Picture"

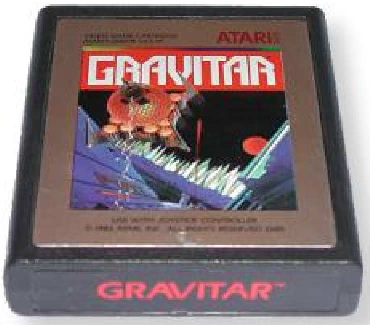
Perhaps the most common Atari label style, Picture labels were introduced in 1981, replacing the older text labels and were used throughout the remainder of the 2600's lifespan. They feature the same font as the Text label, but feature a game-related picture in the middle of the label. The end label simply states the game's name, and there is no border around either the main or end label. Many picture label titles also have text counterparts, and there are a few other anomalies as well.


game program™
SURROUND™
Use with Joystick Controllers
ATARI®
CX2641
SURROUND™

Atari

"Silver"

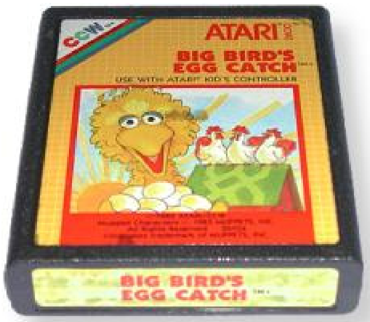
Atari Silver labels were used between 1982 and 1985, and were produced alongside Picture label games that continued to be sold. Most Silver label games did not appear under other labels, with a few exceptions such as a Picture label Asteroids and a Red label Gravitar. The silver label variations of these two games are much harder to find. Silver labels have a silver or gray background with a picture in the middle, and the name in white letters across a red stripe. The end label is in red text on a black background.


ATARI
GRAVITAR
GRAVITAR™

Atari

"Children's"

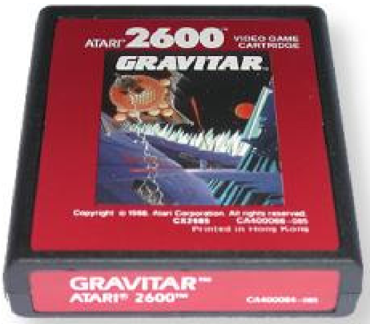
Children's label games are something of an odd assortment that don't really fit anywhere else. All of them have a grid pattern over a solid background with a picture in the lower middle of the label. The sub-category is shown on the upper left-hand corner of the cartridge. The CCW games have a yellow background with red text. Peanuts games used the grid over a red background. The Muppets series used the grid over a purple background. The Disney series used the grid over a blue background.


CCW
ATARI
BIG BIRD'S EGG CATCH
USE WITH ATARI® KID'S CONTROLLER
BIG BIRD'S EGG CATCH

Atari

"Red"

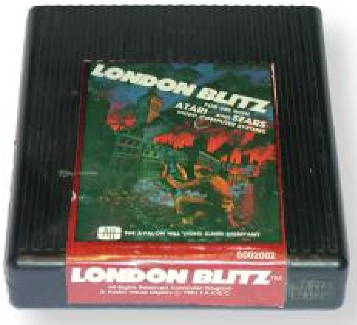
Atari Red labels were produced from 1986-1990 when Atari was attempting to revive the system. These labels range in color between dark-red and red-brown. For the first year, the pictures were monochrome, then Atari switched to color pictures on the red background. The text is white, and the end label is red with white text as well. Some Red label games are re-issues of previous titles such as Gravitar and Space Invaders. Others were only released as a Red label.

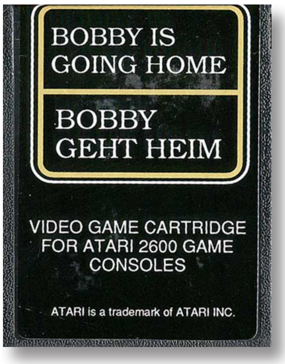

ATARI® 2600™ VIDEO GAME CARTRIDGE
GRAVITAR
GRAVITAR™
ATARI® 2600™

Avalon Hill

"Standard"

Avalon Hill cartridges have an unusual grooved casing with a wraparound label. There is a solid covered background with a picture and white text. The Avalon Hill logo appears at the bottom of the picture.

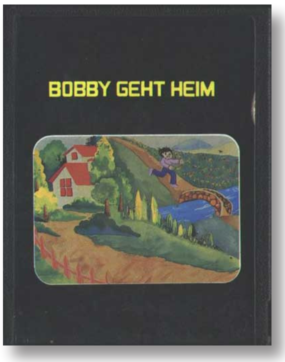

LONDON BLITZ
LONDON BLITZ


BOBBY IS GOING HOME
BOBBY GEHT HEIM
VIDEO GAME CARTRIDGE FOR ATARI 2600 GAME CONSOLES
ATARI is a trademark of ATARI INC.

Bit Corp

“Re-release”

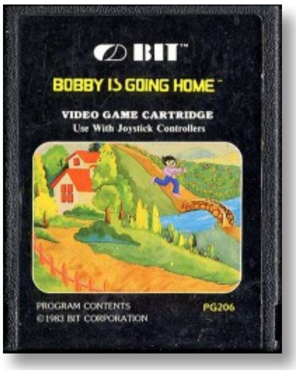
The Bit Corp re-release version had nine releases; Bobby Geht Heim, Der Postman, Mission 3000, Phantom-Panzer, Schnecke Gegen Eichhornchen, See-Monster, Sesam, Offne Dich, Tanzende Teller, and Weltraum-Tunnel.


BOBBY GEHT HEIM

Bit Corp

“German”

The Bit Corp german label had nine releases; Bobby Geht Heim, Mission 3000, Open, Sesame!, Phantom Panzer, Schnecke Und Eichhörnchen, See Monster, Sesam, Offne Dich, Tanzende Teller, and Weltraum-Tunnel.


BIT
BOBBY IS GOING HOME
VIDEO GAME CARTRIDGE
Use With Joystick Controllers
PROGRAM CONTENTS
©1983 BIT CORPORATION
PG206

Bit Corp

“English”

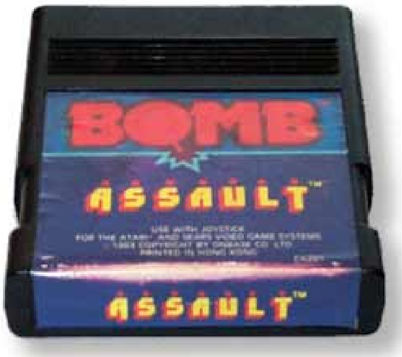
The Bit Corp english label had seven releases; Bobby is Going Home, Dancing Plate, Mission 3000 A.D., Mr. Postman, Phantom Tank, Snail Against Squirrel, and Space Tunnel.

Bit Corp

“French”

Unknown...

N / P


BOMB
ASSAULT
ASSAULT

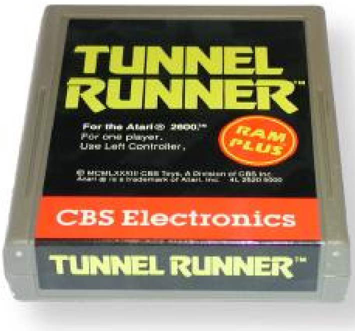
Bomb

“Standard”

Bomb cartridges are all fairly similar, with really only the title changed on the label from game to game. The label is blue, with Bomb in red lettering and the game name in yellow. The casing has the Bomb name embossed on the back, and there are small grips on the side.

CBS Electronics
"Standard"

CBS Games come in a gray Activision style casing without the Activision logo. Labels are black with yellow or white text and a the CBS name in white text against a red banner.


TUNNEL RUNNER™
For the Atari® 2600™
For one player.
Use Left Controller.
RAM PLUS
CBS Electronics
TUNNEL RUNNER™

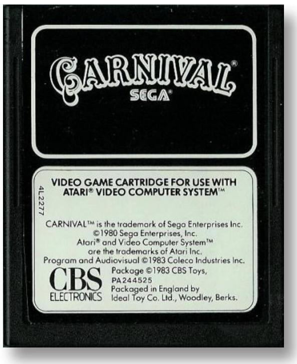
CBS Electronics
"PAL"

Unknown...

N / P

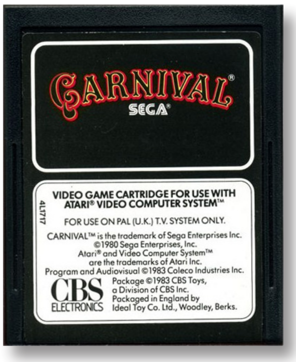
CBS Electronics
"UK White"

The CBS Electronics UK White label had seven releases; Donkey Kong, Mouse Trap, Mr. Do!, Roc 'N Rope, Smurf, Solar Fox, and Zaxxon.


CARNIVAL®
SEGA®
VIDEO GAME CARTRIDGE FOR USE WITH ATARI® VIDEO COMPUTER SYSTEM™
CBS ELECTRONICS

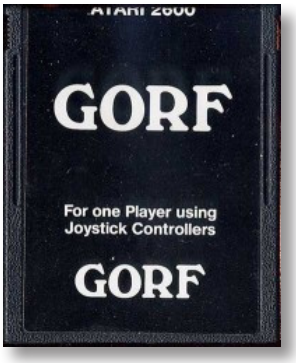
CBS Electronics
"UK Color"

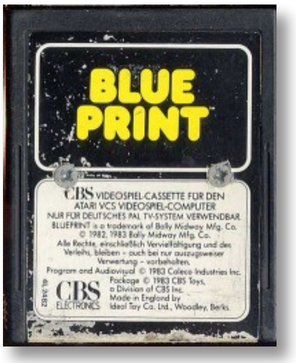
The CBS Electronics UK Color label had seven releases; Carnival, Donkey Kong, Mouse Trap, Mr. Do!, Smurf, Solar Fox, and Wizard of Wor.


CARNIVAL®
SEGA®
VIDEO GAME CARTRIDGE FOR USE WITH ATARI® VIDEO COMPUTER SYSTEM™
FOR USE ON PAL (U.K.) T.V. SYSTEM ONLY.
CBS ELECTRONICS

CBS Electronics
"UK Black"

The CBS Electronics UK Black label had only one release; Gorf.

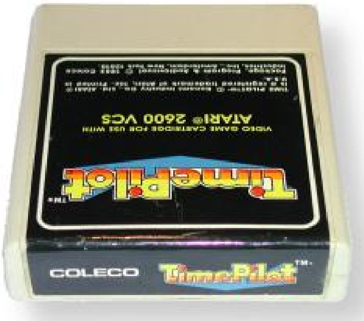

ATARI 2600
GORF
For one Player using Joystick Controllers
GORF


BLUE PRINT
CBS
ELECTRONICS

CBS Electronics

"German Color"

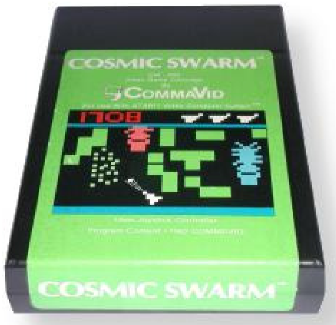
The CBS Electronics German Color label had six releases; Blueprint, Carnival, Gorf, Smurf, Venture, and Wizard of Wor.


ATARI® 2600 VCS
TimePilot
COLECO

Coleco

"Standard"

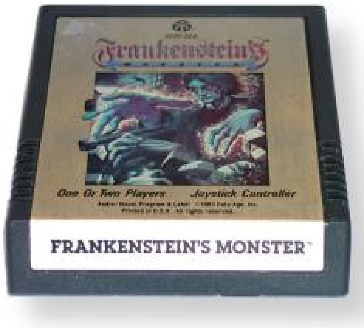
Coleco games have a gray or white casing with grooves on the side near the end label, and a beveled underside with the Coleco logo embossed in the plastic. Labels have a black background with the game logo in color, and some informational text in white and yellow below that. The end label is black and with Coleco in white text along with the game's logo.


COSMIC SWARM
CommaVid
COSMIC SWARM

CommaVid

"Standard"

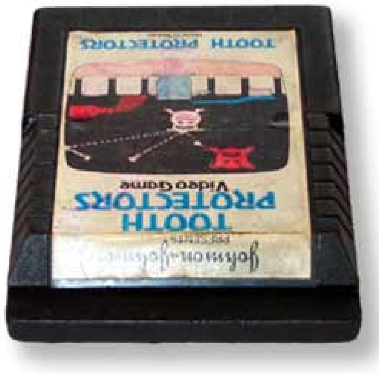
Most (all?) CommaVid cartridge cases are about an inch longer than a standard 2600 cartridge case. They don't all follow a set standard, but generally they have a wraparound label with a color picture and a solid color background. The CommaVid logo is on the main label. One exception is Magicard, which has a plain white label with generic CommaVid text on it. The name Magicard looks like it was simply typed on the label.


Frankenstein's
One Or Two Players
Joystick Controller
FRANKENSTEIN'S MONSTER

Data Age

"Standard"

Data Age cartridges come in a black casing with an angled end for the game name. The label is silver with a picture in the middle and a stylized game logo.


TOOTH PROTECTORS
TOOTH PROTECTORS
Video Game
Johnson&Johnson

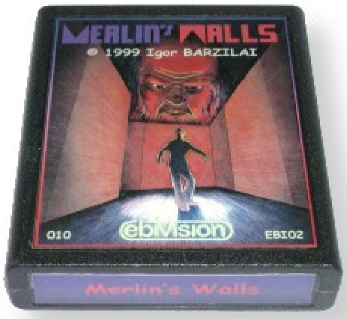
DSD/Camelot

"Standard"

The DSD/Camelot label had only one release; Tooth Protectors.

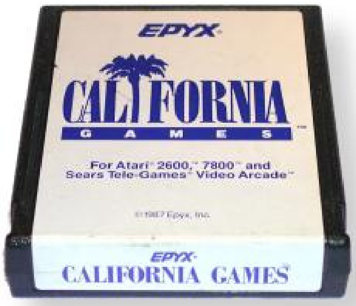
Ebivision
"Standard"

Ebivision labels are glossy with game artwork and title on the main label, along with the Ebivision logo on the bottom. The limited edition versions are numbered in the lower left-hand corner. Alfred Challenge does not have the Ebivision name on it because it was released before Ebivision was formed in an official capacity.



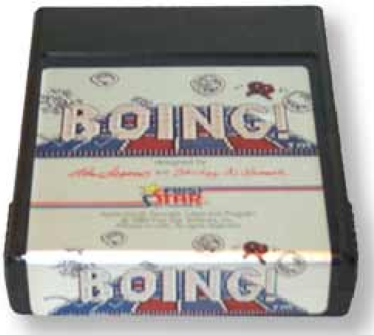
Epyx
"Standard"

Epyx games have simple labels on an Activision style case. Labels are white with blue text and do not feature a picture.



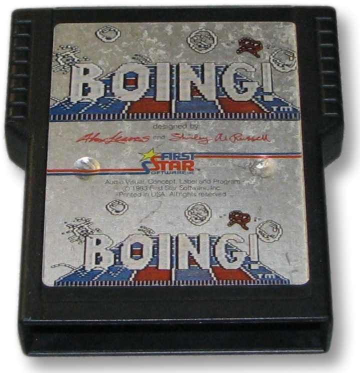
First Star Software
"Standard"

First Star only made one game for the 2600, Boing! It has a silver label with some pixilated artwork and titling, as well as the names of the programmers and designers.



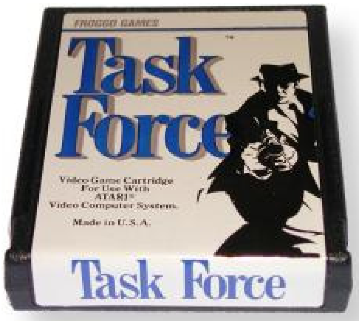
First Star Software
"Xonox"

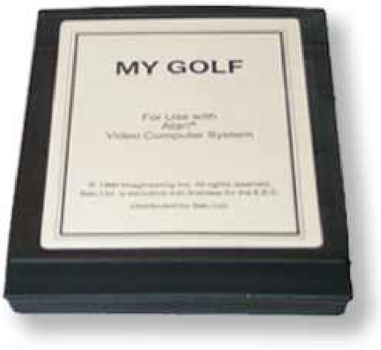
The Xonox version has a casing like a Xonox single ender - the case is wider at the top and the end is beveled.



Froggo
"Standard"

Froggo labels are of better quality than their games. Labels are white with monochrome text and a picture appropriate to the game theme.

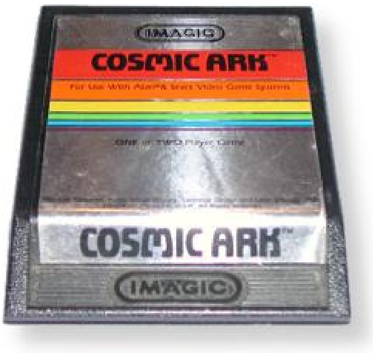




HES

"Standard"

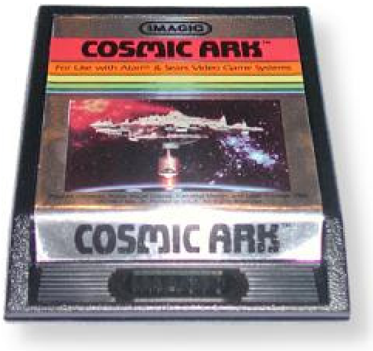
HES mainly distributed other company's games, and the labels come in many different forms. Usually, they are a single color background with the games name in simple text. Their only original game, My Golf, was apparently distributed by Salu and has a standard Salu label. It's a white background with black text. The casing feels like a softer plastic than most cases.



Imagic

"Text"

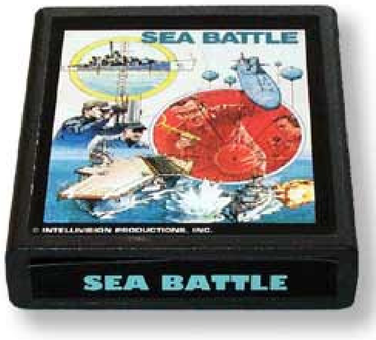
Imagic text labels have the same casing and style as Imagic picture label carts, but are a bit more plain in that they are lacking the picture shown on the box. The label is silver with a multicolored band upon which is written the game title and other information. The Imagic name is embossed on the end of the cartridge. Some Imagic games were produced with both types of labels, and both styles are sought after by label variation collectors.



Imagic

"Picture"

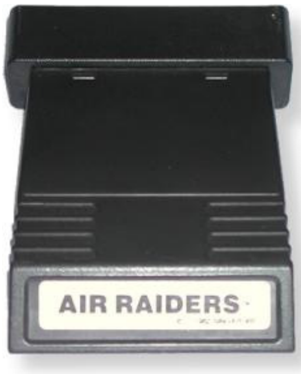
The Imagic picture label style is noticeably different from the text labels in that they contain a flashy picture in the lower middle of the label. The game title is written in black across a multicolored band, and the Imagic name is embossed on the end of the cartridge. Some Imagic picture label games were also released in the text style. Most people prefer to have the picture label if given a choice, but some collectors seek both versions.



Intellivision Productions

"Standard"

These recently produced games come in a standard case with colorful labels. The main label has game artwork and the game title, and the end label has the title again. The Intellivision Productions name appears at the bottom of the label.



INTV

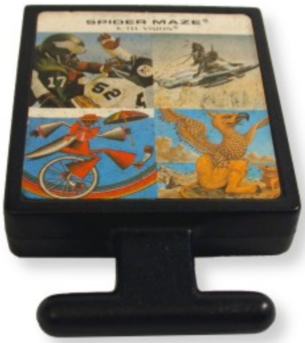
"White"

INTV purchased the rights to MNetwork games from Mattel and released them with this white label. It consists only of a small end label, with black text on a white background. It is identical to the MNetwork version except for the color. There is no main label for these games. The unusual shape comes from the fact that the main portion of the case is an Intellivision cartridge case with an Atari-sized adapter on the end. INTV games came with black and white manuals in an attempt to cut costs.

K-Tel Vision

"Standard"

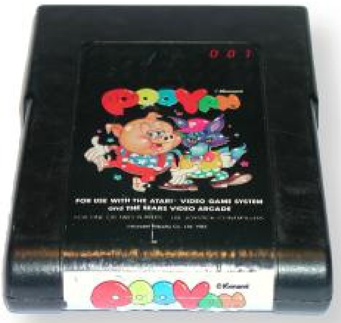
K-Tel Vision cartridges come in an unusual T-shaped case, similar to Ultravision and MenAVision. The labels have the K-Tel name along with the game name, and four seemingly unrelated pictures. They are very odd.



Konami

"Standard"

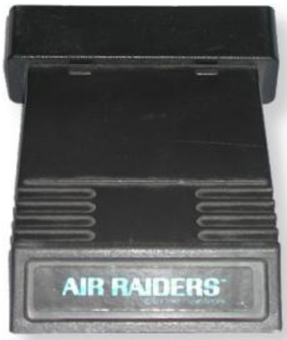
Konami only released three games for the 2600 and all have the same style label. Casings have a rounded end with a black label and some game-related artwork in the middle of the label. The end label is white with colored text. These were released in Europe under the name Gakken.



M Network

"Black"

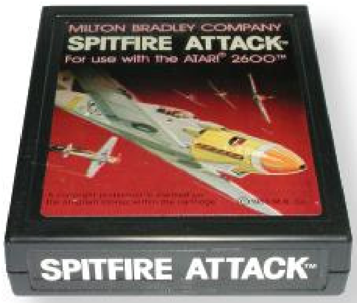
MNetwork labels only cover the end of the cartridge, there is no main label. It is a small black label with light blue lettering for the game title. The casing is made from an Intellivision cartridge mold with a 2600-size adapter on the end. This is almost identical to the INTV label/case except for the colors.



Milton Bradley

"Standard"

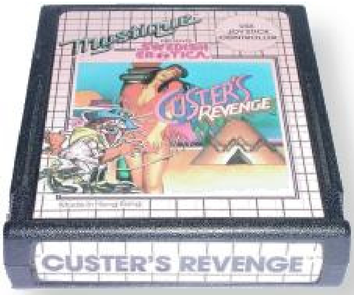
Milton Bradley only released two games, Spitfire Attack and Survival Run, and they both come with labels created in a similar style. However, it is common to find both of these games without an end label. Apparently Milton Bradley shipped these games with a set of stickers to be applied to the controller. On this sticker sheet was also an end label to be applied to the cartridge, but it would seem that many people never bothered. The cartridges with an end label is a hair more valuable than those without.

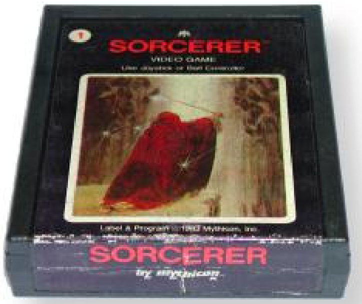


Mystique

"Standard"

Mystique games have a grid pattern against a solid background with some game related artwork in the middle. The Mystique name and game title appear on the main label, and the name is repeated again on the end. Mystique packaged their games in oversized gatefold boxes, inside which was a fake leather case that held the cartridge. There was even a lock and key to keep the youngsters from playing mom and dad's game.

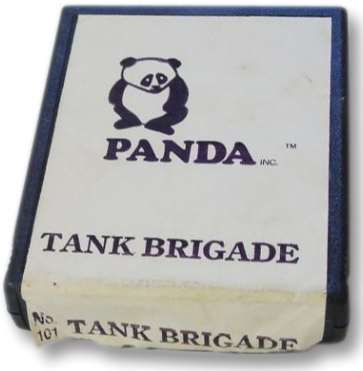




Mythicon

"Standard"

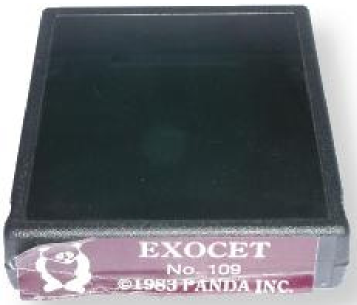
Mythicon labels are black with a picture in the middle surrounded by a white border. The title is in red text on both the main and end label. The cartridge is numbered in order of release in the upper left hand corner. Too bad their games aren't as good as their label artwork.



Panda

"Wraparound Label"

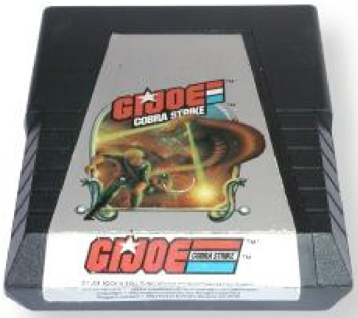
Panda released their cartridges in two formats - one with a single label that covers the main area and wraps around the end, and one with just an end label. Wraparound labels are either all white with black text and the Panda logo or white around the end with a color picture main label. Panda boxes are blue with white text and the black Panda logo, with some game art on the lower portion of the box. Panda games are very hard to find with nice labels, as apparently they used very cheap material.



Panda

"End Label Only"

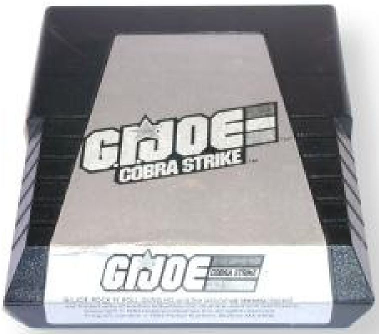
Some Panda games only have an end label, with no main label at all. These are either maroon or black with white text. Panda boxes are blue with white text and the black Panda logo, with some game art on the lower portion of the box. Panda games are very hard to find with nice labels, apparently they used very cheap material. Boxes are also very difficult to find.



Parker Brothers

"Standard"

Almost all Parker Brothers cartridges fall into this category. They have an unusual angular casing with horizontal grooves and a trapezoidal gray label. There is a color picture of game artwork in the middle of the label, and the title and copyright information appears on the end label.



Parker Brothers

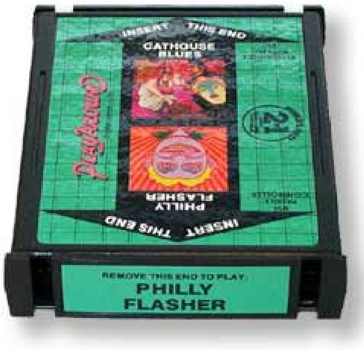
"Gray"

Only one cartridge falls in this category - G.I. Joe. This game was released with both a color picture label and a simple gray logo label. The color version seems a bit harder to come by and most collectors seem to prefer this because it's, well, more colorful.

Playaround

"Standard"

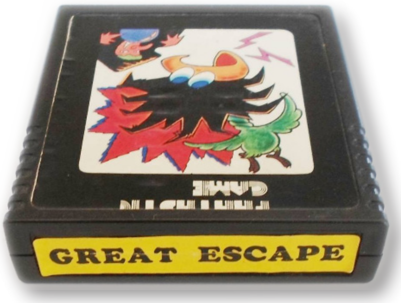
Playaround cartridges are double-enders, but they are not as long as Xonox' cartridges. There is game art for each game and arrows to tell which side is which. There are plugs that cover each end of the cartridge for when it is not in use, and these have the game title on them as well. The cartridges were also packaged in small faux-leather cases inside the regular box that included a small lock and key to keep junior away from the adult games. Playaround packaging was quite nice, unfortunately their games were not.


INSERT THIS END
CATHOUSE BLUES
PHILLY FLASHER
INSERT THIS END
REMOVE THIS END TO PLAY:
PHILLY FLASHER

Quelle

"Standard"

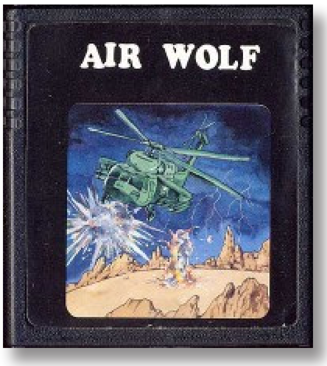
The Quelle standard label releases had several releases.


GREAT ESCAPE

Quelle

"Short"

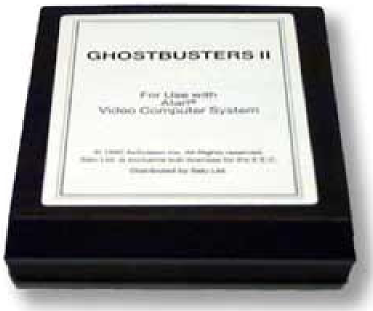
The Quelle short label releases had also several releases.



Salu

"Standard"

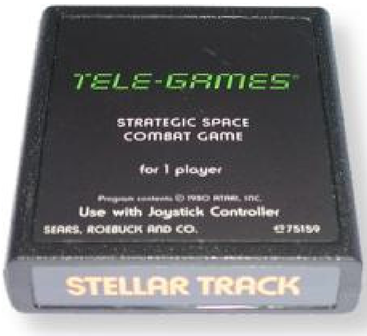
Salu was really a distributor of games by other companies, but they typically used the same label style for all of them. They have a white background, with black text, and "Distributed by Salu" at the bottom. They usually have a copyright citing the developer's name as well, such as Activision in the case of Ghostbusters II.

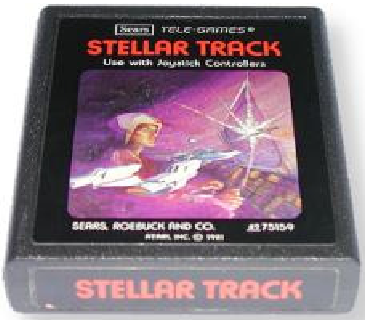

GHOSTBUSTERS II
For Use with Atari Video Computer System

Sears

"Text"

Sears was an early supporter of Atari, and they sold Atari merchandise under their own brand name. This included both hardware and software. All but three Sears games are simply repackaged Atari games (Steeplechase, Stellar Track, Submarine Commander). Sears Text labels are black with TELE-GAMES in large font, followed by a listing of games on the cartridge. Some people mistakenly call these 'multi-carts', but they are just game variations and not any different from the Atari version.

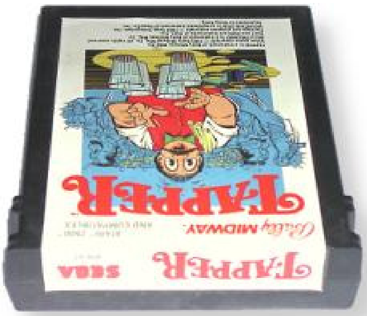

TELE-GAMES
STRATEGIC SPACE COMBAT GAME
for 1 player
Program contents © 1980 ATARI, INC.
Use with Joystick Controller
SEARS, ROEBUCK AND CO.
49-75159
STELLAR TRACK



Sears

"Picture"

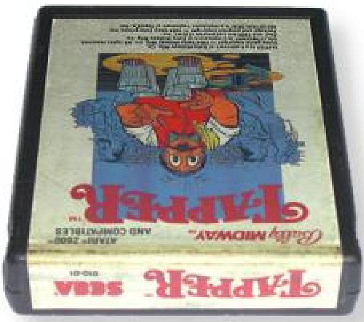
Sears Picture labels are typically harder to find than their text counterparts, but not by much. They have a black background with a picture in the middle and colored title text on the main and end label. The Sears logo appears above the title on the main label. What makes some of the Sears games interesting to collect, is that while some of them simply reuse Atari artwork, others have all new artwork. Sears titles are often harder to find than their Atari counterparts because they were only sold at Sears.



Sega

"Grip Case"

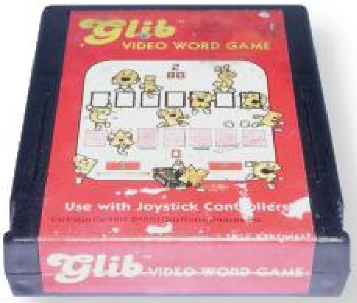
Sega Grip case games usually have a white label with colorful text and some game artwork. The Grip case is different from the normal case because it has the Sega name embossed on the back of the cart, and there are some large grooves on the side near the end label that make it easier to grip the cartridge when inserting or removing it. Some Sega games come in Normal and Grip styles.



Sega

"Standard Case"

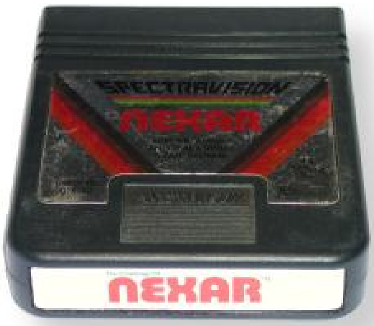
Sega Normal case games usually have a white label with colorful text and some game artwork. The Normal case looks like an Activision case without any embossed name on the back.



Selchow & Righter

"Standard"

Selchow & Richter/QDI only made one game, Glib, and it has a red label with yellow text and some game artwork. The case is similar to that of an Activision cartridge.



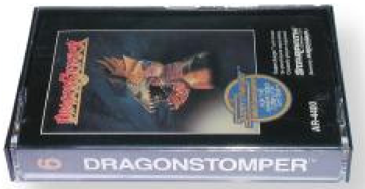
Spectravision

"Standard"

Spectravision labels are silver with colorful text. The cartridges have a main label and an end label, with some recessed grooves near the end label to give purchase when one is inserting or removing the cartridge. Outside of North America, Spectravision was known as Spectravideo.

Starpath
"Cassette"

All of Starpath's games were produced on cassettes. They use a standard cassette case with a colorful insert featuring game art and other information. The cassette itself also has a label, usually a solid color with black text.


DRAGONSTOMPER

Sunrise
"Standard"

Sunrise only made one game for the 2600. Quest for Quintana Roo has a silver wraparound label that covers two-thirds of the cartridge front. There is no picture, just the game name and the Sunrise logo. The end label simply says "Quest"

QUEST
FOR QUINTANA ROO
Presented By
SUNRISE
SOFTWARE INC.
QUEST

Telegames
"Silve"

Telegames labels are silver with black text, featuring a label that covers the main area and wraps around the end.

QUEST
for
QUINTANA ROO
VIDEO GAME CARTRIDGE FOR
ATARI® 2600 GAME CONSOLES.
This product is manufactured under
worldwide license by —
TELEGAMES
TURN CONSOLE OFF BEFORE
INSERTING OR REMOVING GAME
CARTRIDGE.
® ATARI is a trademark of ATARI, INC.
QUEST for QUINTANA ROO

Telesys
"Color Handle"

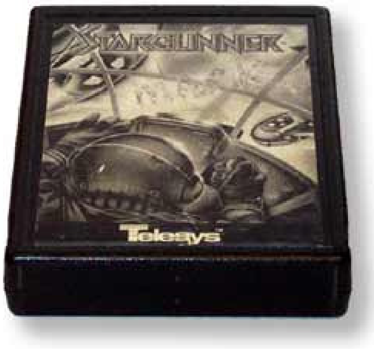
Telesys' Color Handle case has a color picture of game art on a black background. The end of the cartridge is beveled so like a handle making it easier to grab the cartridge. This style has a single label that wraps around the end of the cartridge.

COCONUTS
COCO NUTS

Telesys
"Color Standard"

Telesys' Color Square style has the same color label as their Handle style, but uses a more standard square casing with no handle on the end. This style has separate main and end labels.

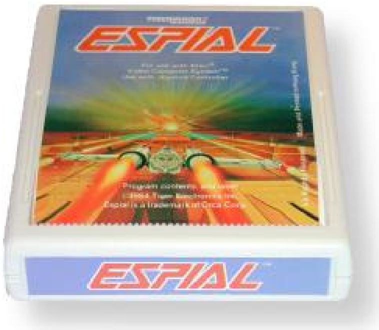
COCONUTS
Telesys
COCO NUTS



Telesys

"B&W Standard"

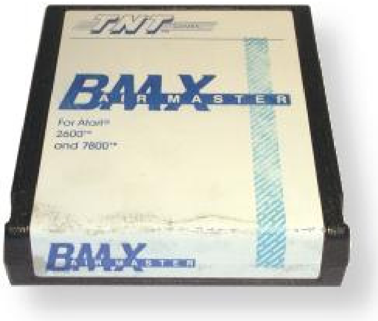
The Telesys B&W Square label is the same as the Color Square label except that it is in black and white with no end label, only a main label.



Tigervision

"Standard"

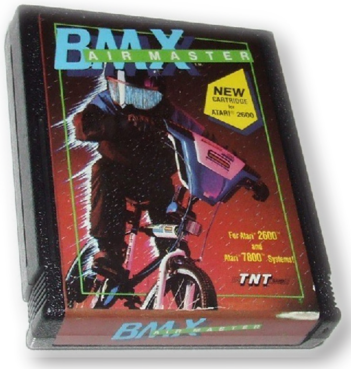
Tigervision cases come in different colors and feature colorful labels. The cases are rectangular, with beveling on both sides near the end label. The main label and end label are separate.



TNT Games

"White"

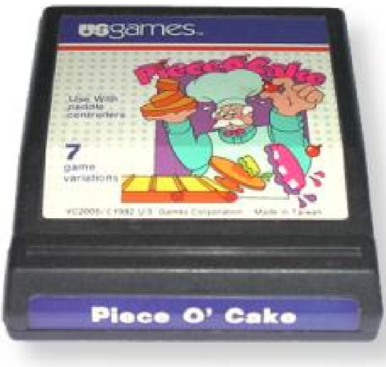
TNT only released one game, BMX Airmaster, but with two different labels. One is a fairly plain white label with blue text and the other is a more colorful red label with a picture of someone riding a BMX bike.



TNT Games

"Red"

The red label is harder to find. The Atari version of this game is very different, and looks like the standard Atari Red label.



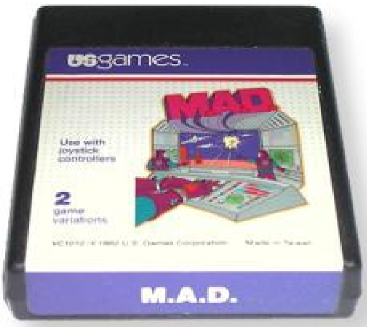
U.S. Games

"Beveled Case"

This style is similar to the Standard style, but the main label and end label are separate pieces. The end of the cartridge near the end label is beveled, making a handle that can be gripped to insert or remove the cartridge. Labels are white with some game art, with the game title in white text against a blue banner.

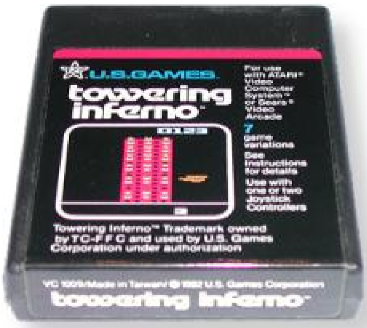
U.S. Games
"Standard Case"

Similar to the beveled style, except the label is a single wraparound piece. Labels are white with some game art, and the game title in white text against a blue banner.


usgames
M.A.D.

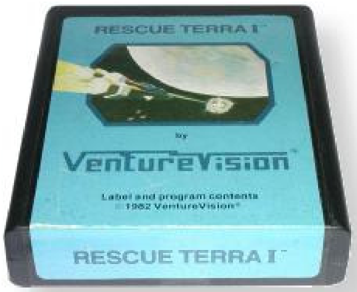
U.S. Games
"Black"

These games were released with the US Games and Vidtec names, before the company switched to US Games only. These labels are black with white text and some game art. The label is a single wraparound style.


U.S.GAMES
towering inferno
towering inferno

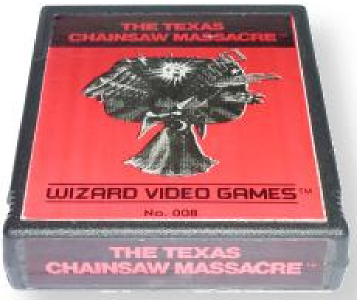
VentureVision
"Standard"

Venture Vision's single game has a light blue label with dark blue text. The label wraps around the end and features game art on the main area.


RESCUE TERRA I
VentureVision
RESCUE TERRA I

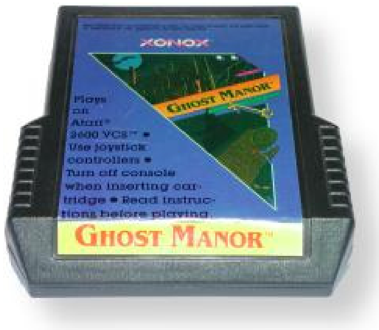
Wizard Video
"Standard"

The Wizard Video label is red with black text. The main and end label are separate, and there is some artwork on the main label. Wizard boxes are very hard to find.


THE TEXAS CHAINSAW MASSACRE
WIZARD VIDEO GAMES
No. 008
THE TEXAS CHAINSAW MASSACRE

CBS Electronics
"No Label"

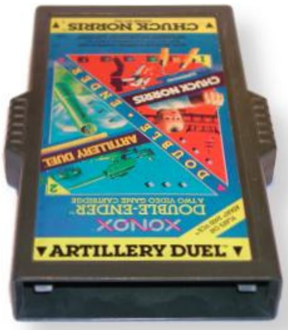
Halloween was released with a standard Wizard Video label, and also without a label at all. We can only guess that Wizard was trying to cut costs and shipped out a number of games with no label. "Halloween" is often written in black marker across the main area of the cartridge (and sometimes misspelled).


XONOX
GHOST MANOR
Plays on Atari® 2600 VCS™ • Use joystick controllers • Turn off console when inserting cartridge • Read instructions before playing
GHOST MANOR™

Xonox

"Standard"

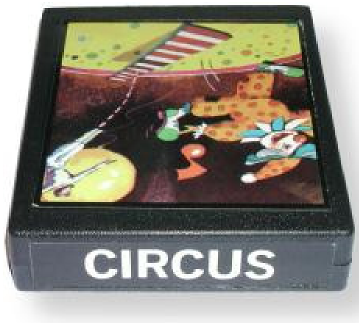
The standard Xonox cartridge is a single-ender as opposed to the double-ender that Xonox also marketed. There is a single label, and the end of the cartridge is beveled down. It is also much wider at this end of the case than the opposite end. Labels are typically blue with game artwork, and the title in red is against a yellow banner. All the Standard case games were also released on Double-Enders.


CHUCK NORRIS
CHUCK NORRIS
DOUBLE ENDER
ARTILLERY DUEL
XONOX
DOUBLE-ENDER
A TWO VIDEO GAME CARTRIDGE
ARTILLERY DUEL

Xonox

"Double Ender"

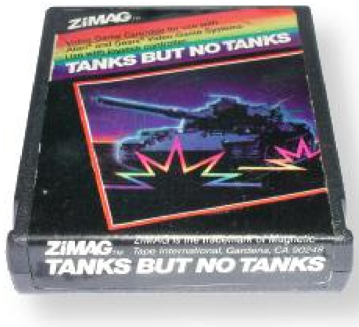
The Double-Ender is two games in one - each end of the cartridge has a different game. These cartridges are about 2.5 inches longer than a standard cartridge, and the case is wider in the middle. There is one long label that is typically blue, with game art for both sides split diagonally down the middle. Titles are printed in red text against a yellow banner. All the titles found on the Double-Enders can also be found in standard single-ended cases.



Zellers

"Standard"

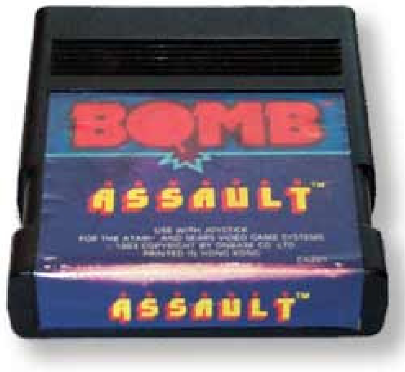
Zellers games come in plain black cases with a separate main label and end label. The end label is black with white text, and the main label features game artwork. The Zellers name does not appear on the cartridge. Zellers boxes are red with white lettering with a large picture of game artwork. The Zellers name appears in plain text in the price box.


ZIMAG
TANKS BUT NO TANKS
ZIMAG
TANKS BUT NO TANKS

Zimag

"Standard"

Zimag labels are black wraparound style with game art and b&w text against a rainbow banner.


BOMB
ASSAULT™
ASSAULT™

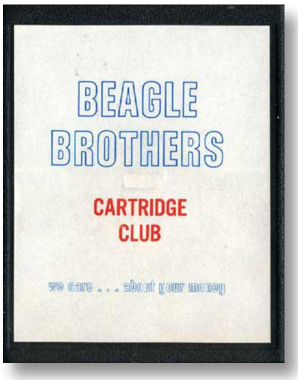
Bomb

"Standard"

Bomb cartridges are all fairly similar, with really only the title changed on the label from game to game. The label is blue, with Bomb in red lettering and the game name in yellow. The casing has the Bomb name embossed on the back, and there are small grips on the side.

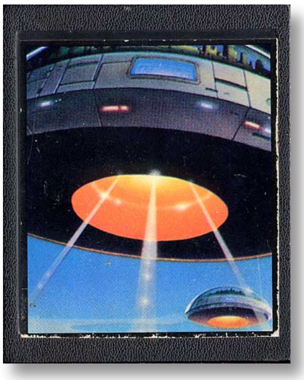
Unknown
"Beagle Brothers"

These cartridges carry the name "Beagle Brothers" on the label, although they were not produced by the similarly named Beagle Bros software developer who published home computer software in the 1980's. AtariAge believe these are pirate carts originating in South America due to the nature of the circuit boards contained within. The "Beagle Brothers" name was likely used to capitalize on the poplarlity of the brand at the time. The games themselves are simply repackaged versions of existing titles.



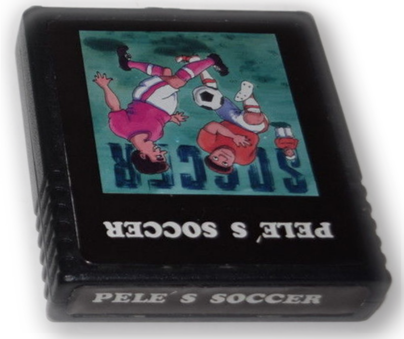
Unknown
"Taiwan Simple"

These unlicensed games have a simple color label in a standard cartridge case, and the name of the game in white lettering on the end label. This type of label has shown up all over the world, and was used by several companies (Zellers for example). These games were either found loose, or in a generic box with no company name.



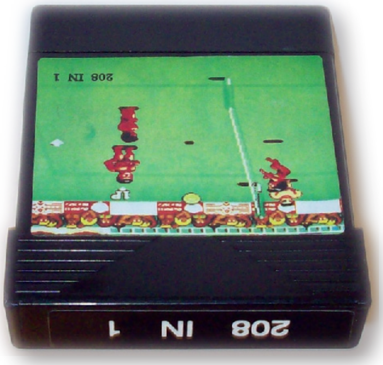
Unknown
"Taiwan Cooper"

These games are grouped together because of the similar box and cartridge styles. All boxes have a drawing on the front with a "New" logo above the drawing. The back of the box has some simple instructions and a mock screenshot. These games have been found in the US and in Europe, and they were made in Taiwan. The font on these cartridges is Cooper Black, hence the description of these as "Taiwan Cooper". It is not known of who actually made them, or if there were any official distribution channels.



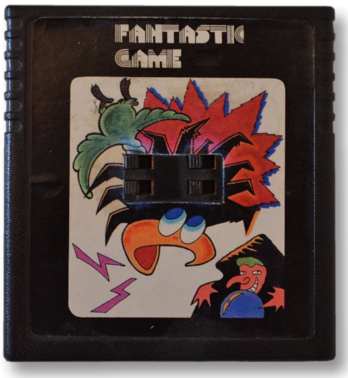
Unknown
"V Case"

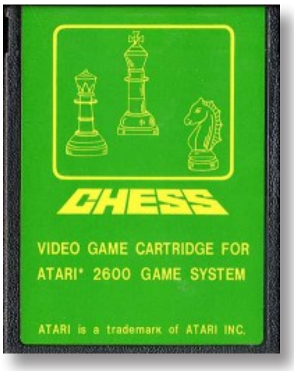
These cartridges have a simple color label that is shorter than most, because the label area is smaller. The end label is simple white text on a black background. The top of the case has a series of ridges with a "V" shape cut out of them. They appear to be unlicensed games distributed in Europe.



Unknown
"Fantastic Game"

The weird Fantastic Game label had only one release, the game My Way.

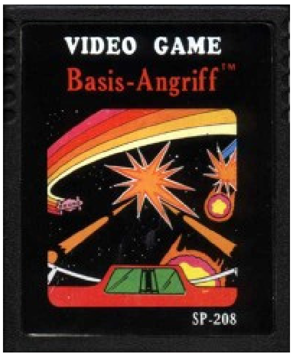



CHESS
VIDEO GAME CARTRIDGE FOR
ATARI* 2600 GAME SYSTEM
ATARI is a trademark of ATARI INC.

Unknown

“Green”

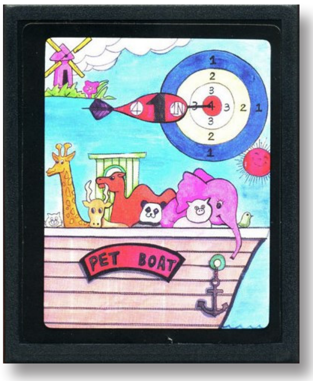
The Green Label had two releases; Chess and Circus.


VIDEO GAME
Basis-Angriff™
SP-208

Unknown

“Video Game SP”

The Video Game SP Label had four releases; Basis-Angriff, Das Raumschiff, Raumroboter, and Sternen Kampf.



Unknown

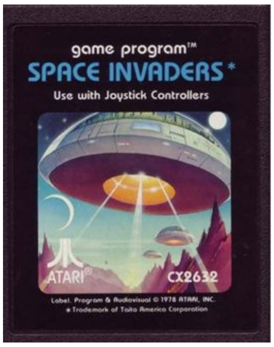
“Pet Boat”

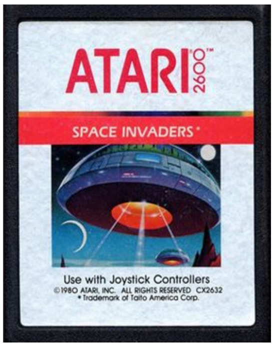
The Pet Boat Label variation came in six different releases; Defender, Donkey Kong, Enduro, Frogger, Soccer, and Tennis. Every release had the same strange kid drawing label. The end label had text of the name of the game.

Atari produced more label variations than any other company, which isn’t terribly surprising given that they produced more games for the 2600 than any other company. Quite a few carts produced by Atari are available on at least two major label variations, one being a Text label and the other being a Picture label. Other common label variations include the Blue label carts produced by Activision in their later years, the White label INTV versions of M Network carts, and the Sears Text/Picture variations (similar to Atari).

More on labels:

http://www.2600connection.com/faq/vcs_label_variations/vcs_label_variations.html#misc
http://gpdatari2600.tripod.com/id53.html.


game program™
SPACE INVADERS*
Use with Joystick Controllers
ATARI®
CX2632
Label, Program & Audiovisual © 1978 ATARI, INC.
* Trademark of Taito America Corporation

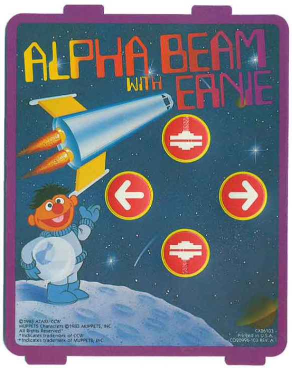

ATARI 2600™
SPACE INVADERS*
Use with Joystick Controllers
©1980 ATARI, INC. ALL RIGHTS RESERVED CX2632
* Trademark of Taito America Corp.

Overlays

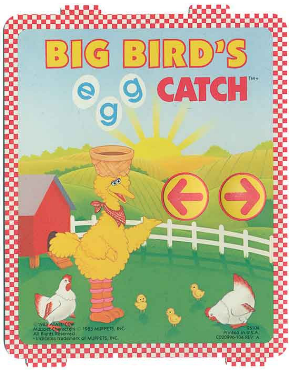
"atariage.com"

Most people don't think of overlays when it comes to the 2600, but there are actually several for the system, mainly for use with the various keypad controllers Atari released over the system's life span. The first overlays for the 2600 were packaged with Basic Programming, which made use of two keypad controllers and a unique overlay for each. Atari later released a keypad packaged with Star Raiders, and it too used an overlay (no other games ever took advantage of this controller). Atari also released a much larger keypad for use with their Children's games (Alpha Beam with Ernie, Big Bird's Egg Catch, Cookie Monster Crunch and Oscar's Trash Race). This controller was actually blessed with several colorful overlays.

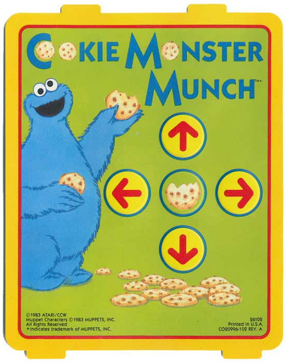
Only two third-party companies produced overlays for the 2600, and neither of them is conventional. Activision created two overlays for Space Shuttle; one sits over the base of the unit and the other fits over the switches on the 2600. The other third-party overlay was created by Sega for use with Star Trek: Strategic Operations Simulation. This overlay sits over the standard Atari 2600 joystick, but in practice was clumsy and not particularly useful.


ALPHA BEAM
WITH ERNIE

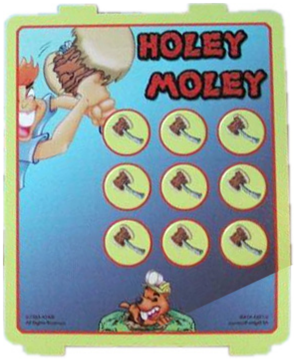
Alpha Beam with Ernie


BIG BIRD'S
egg CATCH

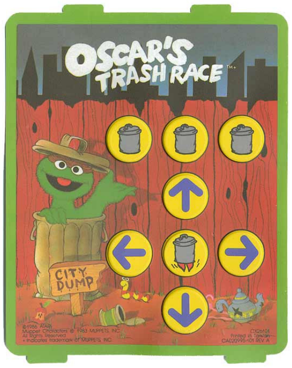
Big Bird's Egg Catch


COOKIE MONSTER
MUNCH

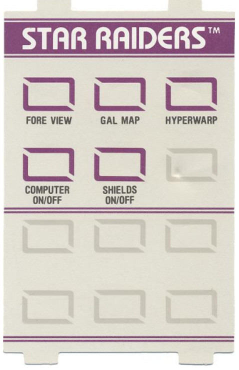
Cookie Monster Munch


HOLEY
MOLEY

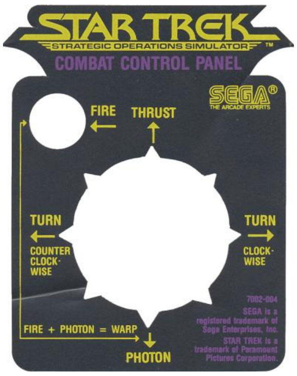
Holey Moley


OSCAR'S
TRASH RACE
CITY DUMP

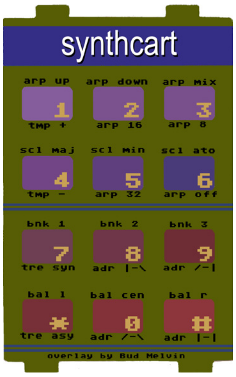
Oscar's Trash Race


STAR RAIDERS™
FORE VIEW
GAL MAP
HYPERWARP
COMPUTER ON/OFF
SHIELDS ON/OFF

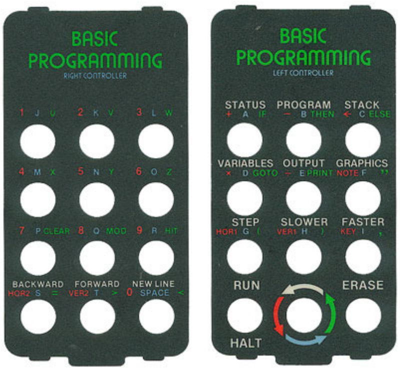
Star Raiders


STAR TREK
STRATEGIC OPERATIONS SIMULATOR
COMBAT CONTROL PANEL
SEGA
FIRE
THRUST
TURN COUNTER CLOCK-WISE
TURN CLOCK-WISE
FIRE + PHOTON = WARP
PHOTON

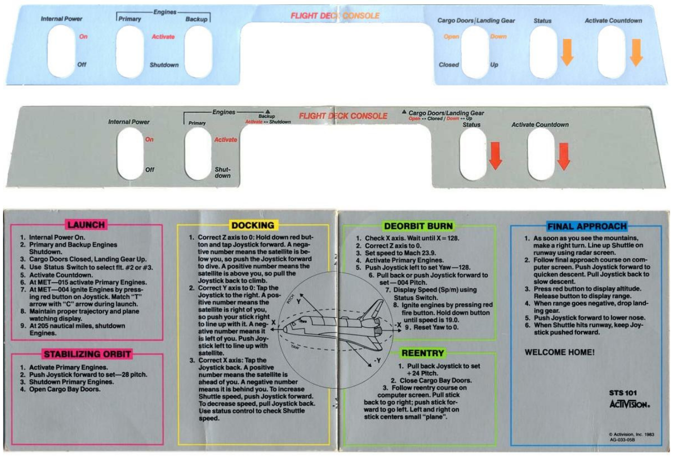
Star Trek: S.O.S.


synthcart
arp up
arp down
arp mix
1
2
3
4
5
6
7
8
9
*
0
#
overlay by Bud Melvin

Synthcart
(Self-Published)


BASIC PROGRAMMING
RIGHT CONTROLLER
BACKWARD
FORWARD
NEW LINE
BASIC PROGRAMMING
LEFT CONTROLLER
STATUS
PROGRAM
STACK
VARIABLES
OUTPUT
GRAPHICS
STEP
SLOWER
FASTER
RUN
ERASE
HALT

Basic Programming


Internal Power
On
Off
Engines
Primary
Backup
Activate
Shutdown
FLIGHT DECK CONSOLE
Cargo Doors/Landing Gear
Open
Closed
Down
Up
Status
Activate Countdown
X
Y
-X
-Y
PITCH
YAW

LAUNCH

1. Internal Power On.
2. Primary and Backup Engines Shutdown.
3. Cargo Doors Closed, Landing Gear Up.
4. Use Status Switch to select flt. #2 or #3.
5. Activate Countdown.
6. At MET—015 activate Primary Engines.
7. At MET—004 ignite Engines by pressing red button on Joystick. Match "T" arrow with "C" arrow during launch.
8. Maintain proper trajectory and plane watching display.
9. At 205 nautical miles, shutdown Engines.

STABILIZING ORBIT

1. Activate Primary Engines.
2. Push Joystick forward to set—28 pitch.
3. Shutdown Primary Engines.
4. Open Cargo Bay Doors.

DOCKING

1. Correct Z axis to 0: Hold down red button and tap Joystick forward. A negative number means the satellite is below you, so push the Joystick forward to dive. A positive number means the satellite is above you, so pull the Joystick back to climb.
2. Correct Y axis to 0: Tap the Joystick to the right. A positive number means the satellite is right of you, so push your stick right to line up with it. A negative number means it is left of you. Push Joystick left to line up with satellite.
3. Correct X axis: Tap the Joystick back. A positive number means the satellite is ahead of you. A negative number means it is behind you. To increase Shuttle speed, push Joystick forward. To decrease speed, pull Joystick back. Use status control to check Shuttle speed.

DEORBIT BURN

1. Check X axis. Wait until X = 128.
2. Correct Z axis to 0.
3. Set speed to Mach 23.9.
4. Activate Primary Engines.
5. Push Joystick left to set Yaw—128.
6. Pull back or push Joystick forward to set—004 Pitch.
7. Display Speed (Sp/m) using Status Switch.
8. Ignite engines by pressing red fire button. Hold down button until speed is 19.0.
9. Reset Yaw to 0.

REENTRY

1. Pull back Joystick to set +24 Pitch.
2. Close Cargo Bay Doors.
3. Follow reentry course on computer screen. Pull stick back to go right; push stick forward to go left. Left and right on stick centers small "plane".

FINAL APPROACH

1. As soon as you see the mountains, make a right turn. Line up Shuttle on runway using radar screen.
2. Follow final approach course on computer screen. Push Joystick forward to quicken descent. Pull Joystick back to slow descent.
3. Press red button to display altitude. Release button to display range.
4. When range goes negative, drop landing gear.
5. Push Joystick forward to lower nose.
6. When Shuttle hits runway, keep Joystick pushed forward.

WELCOME HOME!

STS 101
ACTIVISION.

© Activision, Inc. 1983
AG-033-05B

Space Shuttle

Console Variations

The Atari 2600 had quite a long lifespan, and in that time Atari issued several versions of the console. There were also some official third party clone systems, as well as some pirate knock-offs.

The information and pictures from these pages are taken from atariage.com.

Atari VCS - CX2600 Sunnyvale Edition

This is the original 1977 Atari Video Computer System, and this particular design was only produced for one year. Because it features six chrome-like switches and has heavy internal RF Shielding, some collectors refer to this as a “Heavy Sixer”. At first glance it looks just like the CX2600 that follows in 1978, but it is noticably heavier when compared, and has some extra plastic molding around the back and sides of the unit. These units were manufactured in Sunnyvale, California, and there is a tag on the underside from the manufacturing plant to indicate this. There is also a serial number on the unit itself with a matching serial number sticker on the box. The later model was manufactured in Hong Kong.

Atari VCS - CX2600

Introduced in 1978, this CX2600 was very similar to the first run of VCS’s, but there are some cosmetic differences. It is lighter, due to reduced RF shielding internally. Some of the thick molding around the back and sides are gone, giving it a slightly more streamlined appearance. This unit was produced for about two years before Atari redesigned it. It was packaged with two standard joysticks and a Combat cartridge. Most of these were made in Hong Kong as opposed the original VCS which was made at Atari headquarters in Sunnyvale, California.

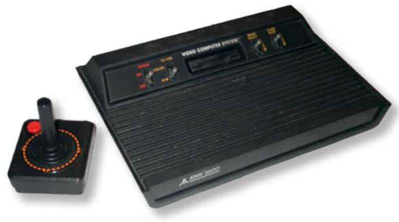
Atari VCS - CX2600A

Introduced in 1980, the CX2600A model VCS is functionally identical to the CX2600, but two of the switches have been moved to the top of the unit, and those two switches are much smaller. The box is slightly different and pictures the CX2600A on the front. It still included two joysticks and a Combat cartridge.

Atari VCS - CX2600A Promotional Console

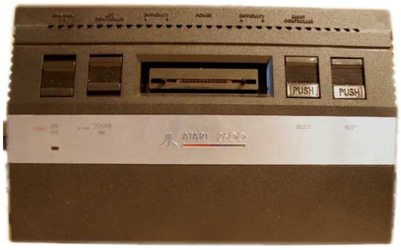
This looks similar to a standard CX2600A model, with a few minor differences. The piping around the switches is yellow instead of orange, and these models were manufactured in Sunnyvale as indicated on the underside of the unit. The box that these came in looks like a normal box except it has “Not for Resale, For promotional Purposes Only” stamped on the underside. AtariAge is not sure if there are any technical differences to the console, or if it was just an early edition of the new style for retailers to distribute in advance of sales.

Atari 2600



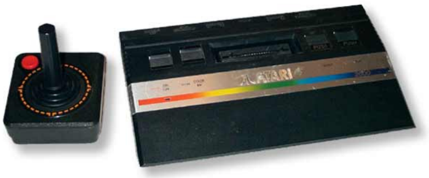
Introduced in 1982, this model officially uses the name "2600" for the first time to help differentiate it from the newly introduced 5200 Super System. The 2600 is primarily black with no woodgrain, and otherwise looks like the VCS CX2600A. It came packaged in a silver box with two joysticks and two pack-in games (Combat and Pac-Man), and is also found in a more compact silver box without the games and with only one joystick.

Atari 2600 Jr.



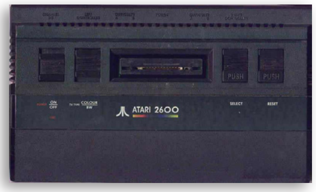
The Atari 2600 Jr. was introduced in 1986 with a new ad campaign and a new design for the aging system. It came in a small silver box, and can also be found in a red box. Once again it has the same functionally as other Atari models, just a difference in appearance. This is sometimes called the "Short Rainbow" version because the rainbow colored bar is shorter than the revised model.

Atari 2600 Jr. Rev. A



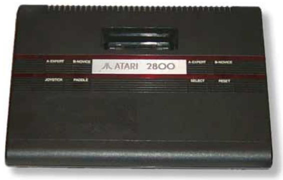
The Atari 2600 Jr. was introduced in 1986 with a new ad campaign and a new design for the aging system. This is almost identical to the first edition 2600 Jr. except that the Rainbow on the metal plate is wider. It came in a small silver box, and can also be found in a red box. Once again it has the same functionally as other Atari models, just a difference in appearance.

Atari 2600 Jr. - Black



This is an all-black version of the Atari 2600 Jr. There is no silver band, and there is only a small rainbow, and the Atari Fuji and "Atari 2600" appear in white above the rainbow. AtariAge believe this version was only sold in Ireland.

Atari 2800



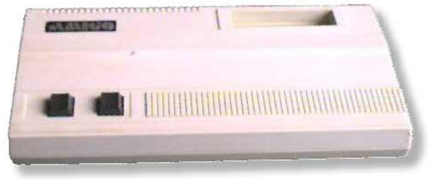
The Atari 2800 is the Japanese version of the Atari 2600, released in October 1983. It was the first release of a 2600 designed specifically for the Japanese market, despite companies like Epoch distributing the 2600 in Japan previously. In fact, Atari's name was inspired by the Japanese game 'Go'.

The 2800 never captured a large market in Japan. It was released a short time after Nintendo's Family Computer, which became the dominant console in the Japanese video game market of the time.

Codenamed "Cindy", and designed by Atari engineer Joe Tilly, the Atari 2800 had four controller ports instead of the standard two on the Atari 2600's. The controllers are an all-in one design using a combination of an 8-direction digital joystick and a 270-degree paddle, designed by John Amber. The 2800's case design departed from the standard 2600 format, using a wedge shape with non-protruding switches.

Sears liked the design of the Atari 2800 so much, they opted to sell a version under their Tele-Games label. It was released in the US in 1983 as the Sears Video Arcade II, and was packaged with 2 controllers and Space Invaders.

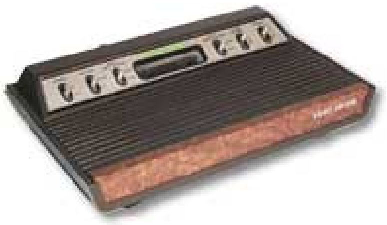
Bit Corporation Amigo



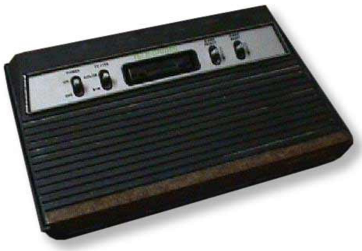
Sold in Australia and probably Europe, this machine appears to be an 8-bit computer that will also play 2600 games. The instructions also state that there is an "expansion slot for adding on an adaptor to play ATART (sic) VCS 2600 through APPLE II, or VIC-20, IBM PC.....etc. This adaptor supported by BIT Corp. will be available very soon."

Sears Video Arcade Rev. A

Sears purchased the rights to sell the Atari 2600 in their stores, and changed the name and packaging to a Sears brand, as was typical of them. This is their version of the Atari VCS CX2600. This unit also comes in the original "heavy sixer" variety.



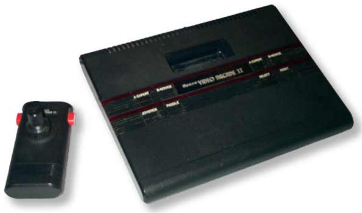
Sears Video Arcade Rev. B



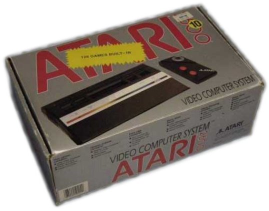
This is the Sears version of the Atari VCS CX2600A. It's almost identical to the Atari Model except that it has the Sears Telegames name on the faceplate.

Sears Video Arcade II

The Video Arcade II was Sears' final version of the 2600. At first glance, it looks much like a 7800, and features LED's, but it is just a repackaged/redesigned 2600. The controllers are also combination paddle/joysticks.



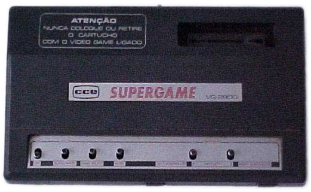
128-in-1 System



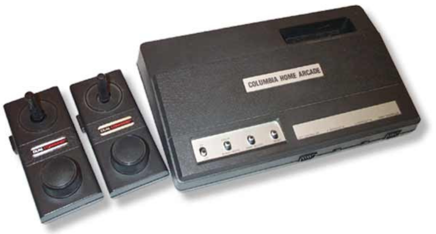
This is a 128-in-1 system from Australia. This may be an officially licensed product.

CCE Supergame VG-2800

This is a Brazilian clone from licensee CCE. It's very similar to the Coleco Gemini and Columbia Arcade.



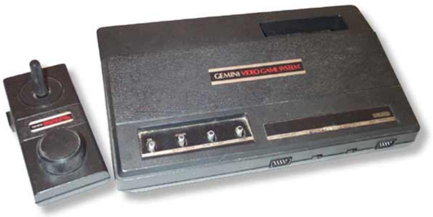
Columbia Home Arcade



The Columbia Home Arcade looks just like a Coleco Gemini, with a different logo. This unit is extremely difficult to find as it was only sold through a mail-order club initially, and not for very long.

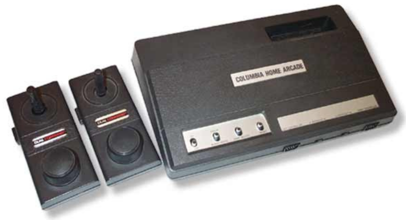
Coleco Gemini

Not only did Coleco release an Atari 2600 adapter for the Colecovision, they released a full-fledged clone, the Gemini. It features combination paddle/joysticks and Donkey Kong as a pack-in game. These are somewhat difficult to find because Coleco didn't manufacture too many.

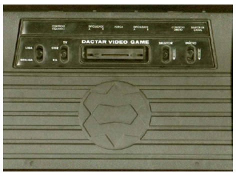


Columbia Home Arcade

The Columbia Home Arcade looks just like a Coleco Gemini, with a different logo. This unit is extremely difficult to find as it was only sold through a mail-order club initially, and not for very long.



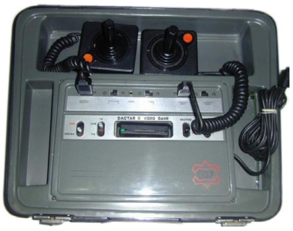
Dactar Video Game



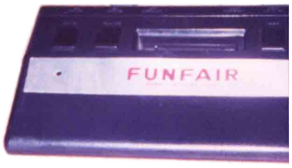
This is a clone from Brazilian licensee Dactar.

Dactar II Video Game

This is a clone from Brazilian licensee Dactar. AtariAge believe it was sold with this specially made case.



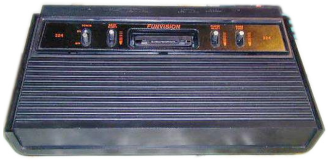
Funfair 2600



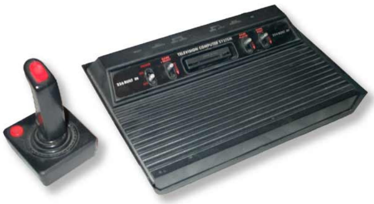
This is a Funfair 2600, a clone manufactured in Mexico.
It is similar in appearance to a 2600 Jr.. Picture courtesy of Eduardo Torrero.

Funvision 224-in-1

This clone, found in Finland, includes mostly PAL games with some NTSC games mixed in.



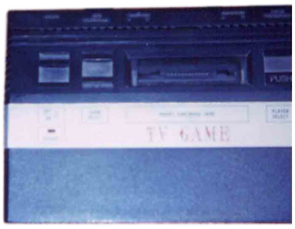
Rinco 256-in-1 System



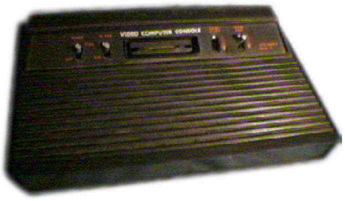
This 256-in-1 system by Rinco is made of cheap, brittle plastic. It was sold with two cheap joysticks that look like standard Atari joysticks with pistol style grips. The console looks just like an Atari 2600 unit, except for the statement “256 Built In” printed on the front.

32-in-1 System

This is an unknown 32-in-1 clone featuring 32 built-in games. It appears to be a remanufactured 2600 Jr.. Picture courtesy of Eduardo Torrero.



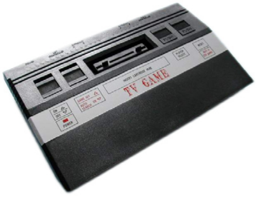
210-in-1



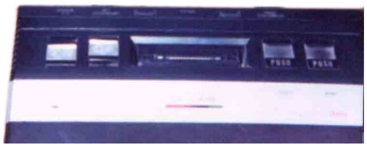
This is a clone system with 210 games built in.
The manufacturer is unknown.

520-in-1 System

This is an unknown 520-in-1 clone from Australia. This company may have made other consoles with different game counts.



64-in-1 System



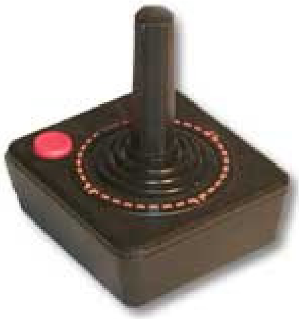
This is an unknown 64-in-1 clone featuring 64 built-in games. It looks just like a short-rainbow 2600 Jr., and is sold in a small silver box.

Controllers

Atari manufactured a number of different controllers for use with the 2600, some of them being game specific. This gallery showcases 2600 compatible controllers manufactured by Atari in the 1980's, as well as 3rd party controllers that were made for specific 2600 games.

Most of the information on these pages are form atariage.com and 2600connection.com.

Atari CX10 Joystick



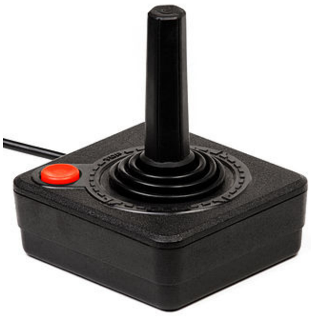
This is the type of controller most familiar to people, featuring one (and only one) red fire button. The controller was designed by Steve Bristow (patent 4,124,787). The original version, which was only made for the 2600's debut year (1977) uses heavy springs with all the contact switches, giving it a much looser feel than the more-common CX40 sticks. They also don't say "TOP" in the dotted outline around the stick, and the top of the stick is recessed to hold a small "ATARI" hex-shaped plate (there was also a "SEARS" button for the Tele-Games system).

"2600connection.com"

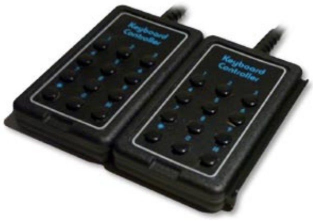
Atari CX40 Joystick

This is the far more common version, featuring a more cost-effective design by James C. Asher (patent 4,349,708). This was sold separately in several different box styles. A 3rd version of this venerable controller was also made for the Atari XE version which is molded in gray plastic, though the boot (stick handle) is still black. Original retail price $9.95; later $10.95/pair.

"2600connection.com"



Atari CX50 Keypad

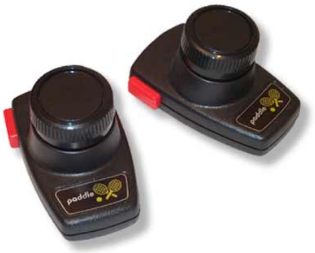


These was sold in pairs and is functionally identical to the Kid's Controller and the Video Touch Pad. Included overlays with commands, it was meant to be used with Basic Programming.

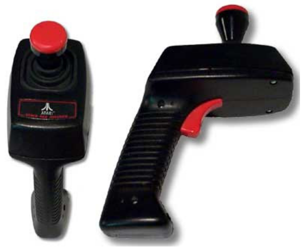
Atari CX30 Paddles

Standard paddle controller that used a potentiometer and a microswitch for the fire button. These were manufactured in pairs, with both controllers being connected to a single plug. The controllers are durable, but the pots require periodic cleaning. 2 different versions exist. The original version released in 1977 has a different label with the Atari name and logo next to large tennis rackets. The product number is also different (CX30-04). Retail price $21.95.

"2600connection.com"



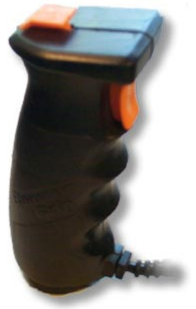
Atari Space Age CX43 Joystick



One of Atari's "Pro-Line" Advanced Controllers. A compact stick resembling the handle of a pistol with a small knob-like stick at the top. There's only 1 fire button (the red top on the joystick is not a button). This stick looks identical to Milton Bradley's proposed HD2000 joystick. It's possible that Atari got the stick as part of their dealings regarding the unreleased Voice Commander Module. A company flyer notes it was available July 1983.

"2600connection.com"

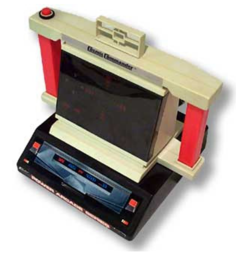
CBS Games Booster Grip



Packaged with Omega Race, this attachment adds an additional fire button to a standard Atari 2600 joystick. It fits over the joystick and has a cable with an inline connector on it; users plug the joystick into one end, and the other end plugs into the system. The trigger button is wired up to the Paddle A line (pin 5) and the +5v (pin 7). This becomes the fire button. The other 2 buttons are for thrust.

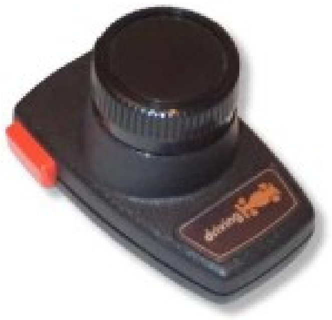
"2600connection.com"

Milton Bradley Cosmic Commander



An elaborate joystick sold with the game Survival Run, meant to appear like a futuristic space age controller. Functions like a regular controller, not sold separately from the game. Difficult to find, especially in working condition.

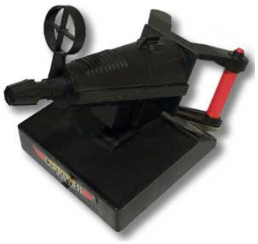
Atari Driving CX20 Controller



Packaged with the game Indy 500/Race, which was the only game to officially support it, although a few homebrew games do as well (Stell-A-Sketch, Stella's Stocking, and Thrust Plus: Driving Controller Edition). 2 different versions exist. The original version released in 1977 has a label with the Atari name and logo next a large Indy car. Retail price $21.95/pair.

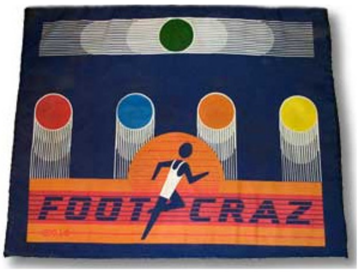
"2600connection.com"

Milton Bradley Flight Commander



Packaged with Spitfire Attack, an elaborate joystick meant to look like a fighter plane gun mount. Similar button/handle configuration to the Cosmic Commander, still functions like a regular controller. Not sold separately from the game. Difficult to find, especially in working condition.

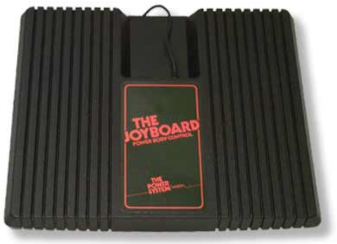
Exus Foot Craz



The Foot Craz was sold with Video Jogger and Video Reflex, and is sort of a precursor to Nintendo's Power Pad. Video Jogger was played by moving the feet on the pad, much like a primitive Stadium Events. The controller registered the feet hitting the switches and an on-screen circle made its way around an oval track, racing another circle. Video Reflex was a proto DDR, with five colors appearing on the screen. A Noid-like creature would appear in one of the color blocks and the player stepped on the appropriate color on the Foot Craz to send the Noid to the grave. It works exactly as well as one would expect a footpad controller for the Atari 2600 would work. The controller is now pretty rare and is desired by collectors.

"ign.com"

Amiga Joyboard



The full name for this was The Joyboard Power Body Controller. It's a large, flat, black board with red lettering that users stand on to control their games. By rocking back and forth and side-to-side, they simulate the joystick motions. An additional port in the Joyboard allows them to plug in a stick for use with games that need a button. It was packaged with the game, Mogul Maniac.

"2600connection.com"

Coleco Kid Vid Controller

The Coleco KidVid was an accessory that hooked to the second player controller port to allow audio cassettes to play alongside Atari 2600 games. It's also a portable cassette player. Only two official games were ever made for it, Smurfs Save The Day and Berenstain Bears.

"racketboy.com"

Atari CX23 Kids' Controller

An oversized keypad controller similar in function to the Keyboard Controller and Video Touch Pad. Designed for use with the Children's Television Workshop (CCW) games. It seems someone in Atari's marketing department forgot a basic rule of grammar in regards to plural possessive - specifically on using an apostrophe correctly in plural nouns. Early marketing had the name spelled correctly (Kids') but the released version doesn't (Kid's).

"2600connection.com"

Atari CX42 Remote Control Wireless joysticks

One of Atari's "Pro-Line" Advanced Controllers, but not made by Atari. These are identical to the Game Mate 2 controllers sold by Cynex. Similar in style to the standard CX40 joysticks but with a huge base, and each one requires a 9v transistor battery. Antennas encased in plastic transmit a signal to a black box which hooks into the system's joystick ports. Maximum range is approx. 20 feet. First announced in the January 1983 issue of Electronic Games magazine with a suggested retail price of $100. Later featured in Atari's 1983 "2nd Half" press kit. Advertised in the V2N4 issue of Atari Age magazine for $69.95.

"2600connection.com"

Atari CA025462-001 Track & Field Controller

The controller was designed by Wilco and is similar to the arcade version. It was sold with Track & Field, but was also available separately for use on other systems. It will work with any game, but only offer left/right/fire functions.

Atari CX22 Trak-Ball

ATARI
TRAK-BALL

One of Atari's "Pro-Line" Advanced Controllers. This was announced in the Jan/Feb '83 issue of the Atari Age magazine as due out by that summer, and a company flyer notes it was "coming in June '83"; the May/June '83 issue of the Atari Age magazine noted it would be available in July for $44.95. The original version has a white ball, round fire buttons, and an all-black case and includes "Pro-Line" in the name on the top. Although the case has a hole and markings on the left side for a Trak-Ball/joystick mode switch, the pcb design doesn't support it (and the hole is covered up). The 2nd version has a white base (and no "Pro-Line" text on top) and the pcb has the mode switch. Since Atari never released a VCS game that actually supported a true Trak-Ball (i.e. analog) mode, the controller operates the same as a joystick. Designed by Dan Kramer and Levon Mitchell. Early case designs were done by Tom Palecki.

"2600connection.com"

Atari CX21 Video Touch Pad

Also known as the Star Raiders controller, functionally identical to the Kid's Controller and Keyboard Controller. Game included an overlay with commands, for use with Star Raiders.

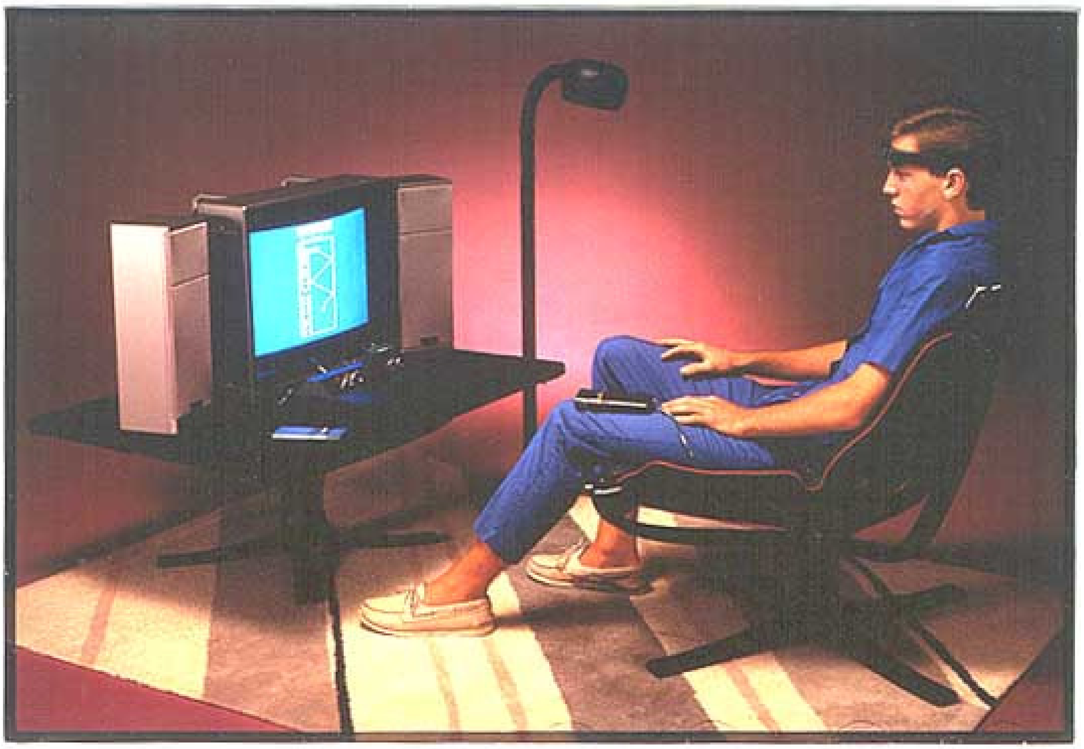
Atari XE Light Gun

Actually sold under the XE line, but compatible with the two Atari 2600 games that utilize a light gun, Sentinel and Atari's Shooting Gallery (prototype).

Atari Mindlink

The Atari Mindlink is an unreleased video game controller for the Atari 2600, originally intended for release in 1984. The Mindlink was unique in that its headband form factor controls the game by reading the myoneural signal voltage from the player's forehead. The player's forehead movements are read by infrared sensors and transferred as movement in the game.

Specially supported games are similar to those that use the paddle controller, but with the Mindlink controller instead. Three games were in development for the Mindlink by its cancellation: Bionic Breakthrough, "Telepathy", and Mind Maze. Bionic Breakthrough is basically a Breakout clone, controlled with the Mindlink. Mind Maze uses the Mindlink for a mimicry of ESP, to pretend to predict what is printed on cards. Testing showed that players frequently got headaches due to moving their eyebrows to play the game. None of these games were ever released in any other form. Also known as the Star Raiders controller, functionally identical to the Kid's Controller and Keyboard Controller. Game included an overlay with commands, for use with Star Raiders.



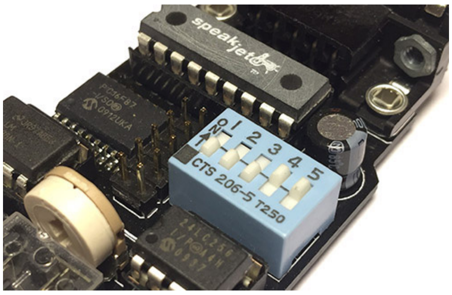
AtariVox+ Speech Synthesizer

atariage

The AtariVox+ is a self-contained speech/music synthesizer and memory card for the Atari 2600 and 7800, Vectrex, and other video game consoles with compatible controller ports.

The heart of the unit is the SpeakJet--an amazing chip with phonetic speech, preset sounds and a five channel music synthesizer. All of these are controlled by the console via a serial interface emulated through the driver software.

Similar to chips used in 80s speech synthesizers but with extended capabilities, the speech retains a nice retro quality, making it a perfect partner for classic consoles.



Also onboard the AtariVox+ is 32K of non-volatile memory which can be used as a memory card. The flash memory will retain data without power for 200+ years.

An allocation scheme has been devised so that no file is ever overwritten, allowing many different games to store data on just one unit.

The AtariVox+ contains a bank of dip switches that allow you to select which mode the AtariVox+ will operate in:

- AtariVox - for the Atari 2600 and 7800 (default setting)
- VecVoice - for compatibility with earlier Vectrex speech synthesis - mainly for the speech-hacked version of Berzerk (Verzerk) and Y.A.S.I.

AtariVox+ Supported Games

Atari 2600:
- AStar
- Circus AtariAge (Coming Soon)
- Duck Attack
- Elevators Amiss
- Fall Down
- Go Fish!
- Juno First
- Lead
- Omicron
- Scramble (Coming Soon)
- Strat-O-Gems Deluxe
- Sync
- Three.s
- Wall Jump Ninja

Atari 7800:
- b*nQ
- Dungeon Stalker
- T:ME Salvo (Coming Soon)
- Worm!

Vectrex (via VecVox):
- Brecher [2015]
- Color Clash
- Debris Revisited
- Shifted
- Spike's Circus
- VecFahren
- Vectoblox
- V:Hockey
- VecVox X-Mas

Vectrex (via VecVoice):
- B.E.T.H. (Boulder Escape Terror Hazard)
- Deathchase [2015]
- NOX [2015]
- Pythagorean Theorem
- Space Frenzy
- Verzerk
- Y.A.S.I. (Yet Another Space Invaders)

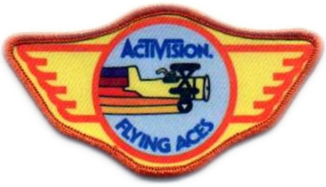
The AtariVox+ includes the AtariVox+ and full-color, four page manual. It can be bought at AtariAge for $45.00.

Activision Patch Gallery

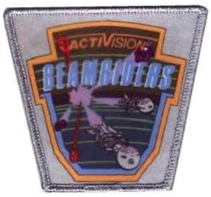
AtariAge

This gallery highlights the fabric patches that Activision offered for achieving high scores on their games. Contestants were instructed to photograph their TV with the high score showing and mail it in, and Activision would send back a patch. Today, these are highly collectible items.

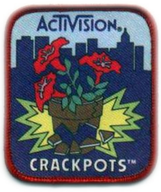
All patches have the name Activision atop (or otherwise set off) on the patch save for those where the name is listed and the higher level patches for Laser Blast and Starmaster. This table only includes the 2600 Activision patches - patches were also made for the 5200, Intellivision, and Colecovision. Some of those patches are identical, some are different. Not all Activision games offered patches, only those listed here.


ACTIVISION
FLYING ACES

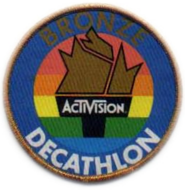
Barnstorming
"Flying Aces"
33.3 seconds/game 1
51.0 seconds/game 2
54.0 seconds/game 3


ACTIVISION
BEAMRIDERS

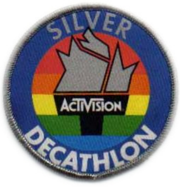
Beamrider
"Top Part of Moon"
60,000 pts. & Sector 20


ACTIVISION
CRACKPOTS™

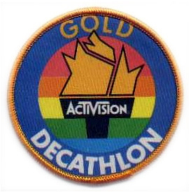
Chopper Command
"Chopper Commandos"
10,000 pts.


BRONZE
ACTIVISION
DECATHLON

Decathlon
"Bronze"
8,600 pts.

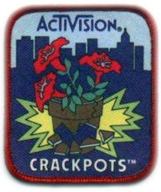

SILVER
ACTIVISION
DECATHLON

Decathlon
"Silver"
9,000 pts.

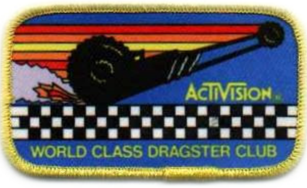

GOLD
ACTIVISION
DECATHLON

Decathlon
"Gold"
10,000 pts.

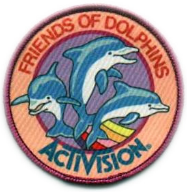
Crackpots
"Crackpots"
75,000 pts.


ACTIVISION
CRACKPOTS™

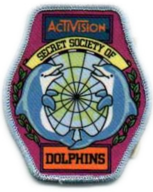
Dragster
"World Class Dragster Club"
6.0 seconds


ACTIVISION
WORLD CLASS DRAGSTER CLUB

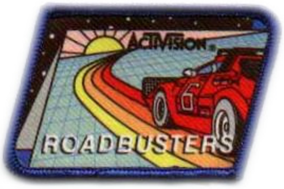
Dolphin
"Friends of the Dolphin"
80,000 pts.


FRIENDS OF DOLPHINS
ACTIVISION

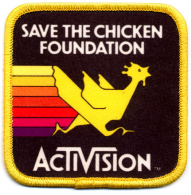
Dolphin
"Secret Society of the Dolphins"
300,000 pts.


ACTIVISION
SECRET SOCIETY OF
DOLPHINS

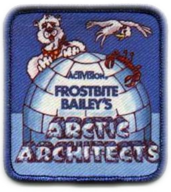
Enduro
"Roadbusters"
Survive 5 game days


ACTIVISION
ROADBUSTERS

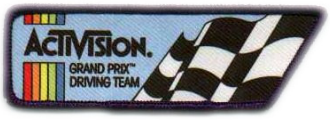
Freeway
"Save the Chicken Foundation"
20 pts/game 3 or 7


SAVE THE CHICKEN FOUNDATION
ACTIVISION

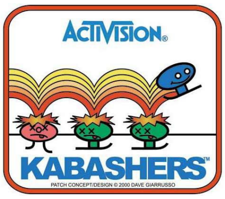
Frostbite
"Frostbite Bailey's Arctic Architects"
40,000 pts.

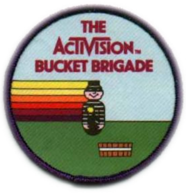

ACTIVISION
FROSTBITE BAILEY'S
ARCTIC ARCHITECTS

Grand Prix
"Grand Prix Driving Team"
1:00/game 2
1:30/game 3
2:30/game 4


ACTIVISION.
GRAND PRIX™ DRIVING TEAM

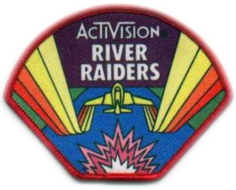
Kabobber
"Kabashers "
This is a modern patch designed by Dave Giarusso. Activision never actually created this patch.

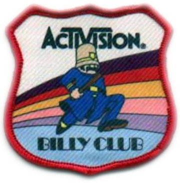

ACTIVISION
KABASHERS


THE ACTIVISION BUCKET BRIGADE

Kaboom!
“Activision Bucket Brigade”
3,000 pts.

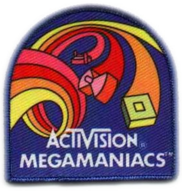
River Raid
“River Raiders ”
15,000 pts.

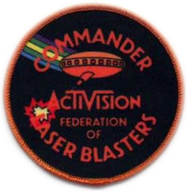

ACTIVISION RIVER RAIDERS


ACTIVISION. BILLY CLUB

Keystone Kapers
“Badge shaped”
35,000 pts.

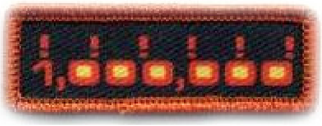
Megamania
“Megamaniacs”
45,000 pts.

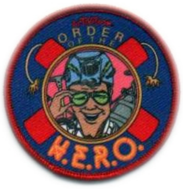

ACTIVISION MEGAMANIACS


COMMANDER ACTIVISION FEDERATION OF LASER BLASTERS

Laser Blast
“Federation of Laser Blasters”
100,000 pts.

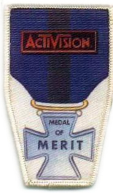
Laser Blast
“1,000,000 Stripe”
1,000,000 pts.

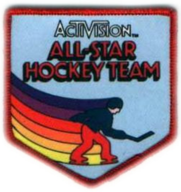




H.E.R.O.
“Round”
75,000 pts.

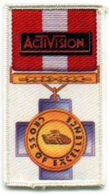
Robot Tank
“Medal of Merit”
4 Squadrons/48 Tanks

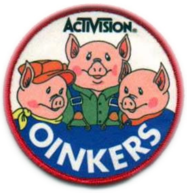

ACTIVISION MEDAL OF MERIT


ACTIVISION. ALL-STAR HOCKEY TEAM

Ice Hockey
“All-Star Hockey Team”
Beat the Computer

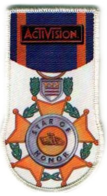
Robot Tank
“Cross of Excellence”
5 Squadrons/60 Tanks

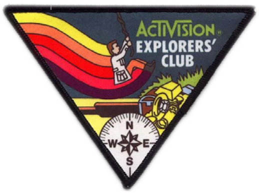

ACTIVISION CROSS OF EXCELLENCE


ACTIVISION. OINKERS

Oink!
“Round”
25,000 pts.

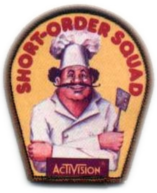
Robot Tank
“Star of Honor”
6 Squadrons/72 Tanks

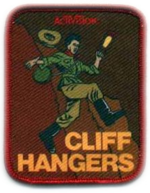

ACTIVISION STAR OF HONOR


ACTIVISION. EXPLORERS' CLUB
N E S W

Pitfall!
“Explorer’s Club”
20,000 pts.

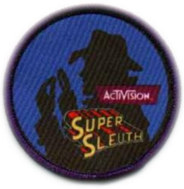
Pressure Cooker
“Fan shaped”
45,000 pts.

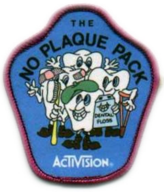

SHORT-ORDER SQUAD
ACTIVISION


ACTIVISION
CLIFF HANGERS

Pitfall II
“Cliff Hangers”
99,000 pts.

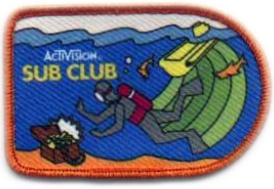
Private Eye
“Round”
Solve Case 3


ACTIVISION SUPER SLEUTH


THE NO PLAQUE PACK
ACTIVISION

Plaque Attack
“Rounded Hexagon”
35,000 pts.

Seaquest
“Bullet shaped”
50,000 pts.


ACTIVISION SUB CLUB

OFFICIAL MEMBER
ACTIVISION
SKI TEAM

Skiing
"Official Member Activision Ski Team"
28.2 seconds/game 3

Sky Jinks!
"Activision Sky Stars"
37.0 seconds/game 1

ACTIVISION
SKY
STARS

THE ACTIVISION
TRAIL DRIVE

Stampede
"Trail Drive "
3,000 pts.

Space Shuttle
"Space Shuttle Pilot"
4 or 5 missions with 4500

SPACE SHUTTLE PILOT
ACTIVISION

SPACE SHUTTLE
ACTIVISION
COMMANDER

Space Shuttle
"Space Shuttle Commander"
6 missions with 7500

Starmaster
"Order of the Supreme Starmaster"
- 3,800 pts./game 1

ACTIVISION
ORDER OF THE
SUPREME
STARMASTER

ACTIVISION
SPIDER
FIGHTERS

Spider Fighter
"Spider Fighter"
40,000 pts.

Starmaster
"Leader - Wing Commander - Starmaster"
- 5,700 pts./game 2
- 7,600 pts./game 3
- 9,000 pts./game 4

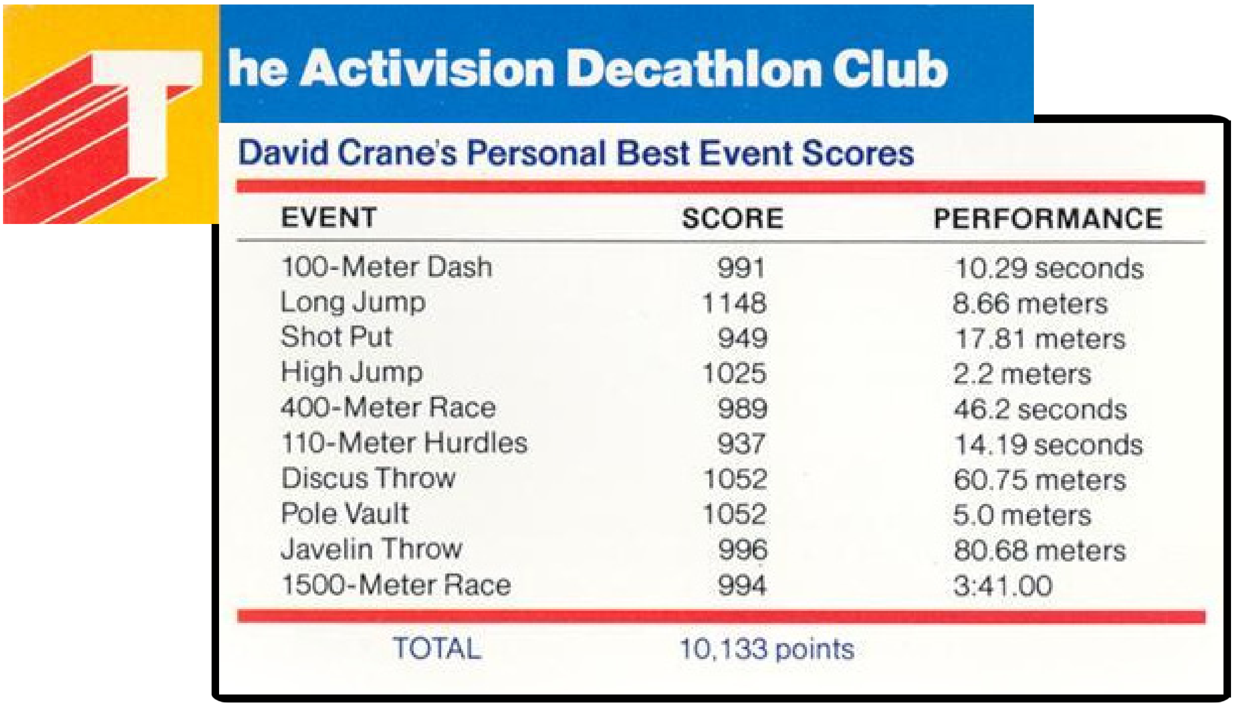
STARMASTER
LEADER
WING
COMMANDER

ACTIVISION
TENNIS

Tennis
"Tennis"
Win one set vs. computer

In case you were wondering, Activision does not have any of these patches left today, so don't send them your high scores. Really.

These pages were taken from AtariAge. Rick Weis and Lee Krueger supplied most of the pictures.



The Activision Decathlon Club

David Crane's Personal Best Event Scores

EVENT	SCORE	PERFORMANCE
100-Meter Dash	991	10.29 seconds
Long Jump	1148	8.66 meters
Shot Put	949	17.81 meters
High Jump	1025	2.2 meters
400-Meter Race	989	46.2 seconds
110-Meter Hurdles	937	14.19 seconds
Discus Throw	1052	60.75 meters
Pole Vault	1052	5.0 meters
Javelin Throw	996	80.68 meters
1500-Meter Race	994	3:41.00
TOTAL	10,133 points	

Atari NTSC vs PAL vs SECAM

"spiceware.org"

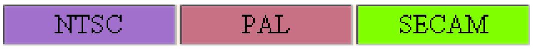
There are 3 different TV standards that Atari VCS/2600 consoles have been made for:

- NTSC - North America, Central America, parts of South America, parts of Asia
- PAL - Europe, Asia, parts of Africa
- SECAM - France, parts of Africa, Russia

When programming games for the VCS, there are 2 things to be concerned about - the first is the color palette the console provides on each TV standard:

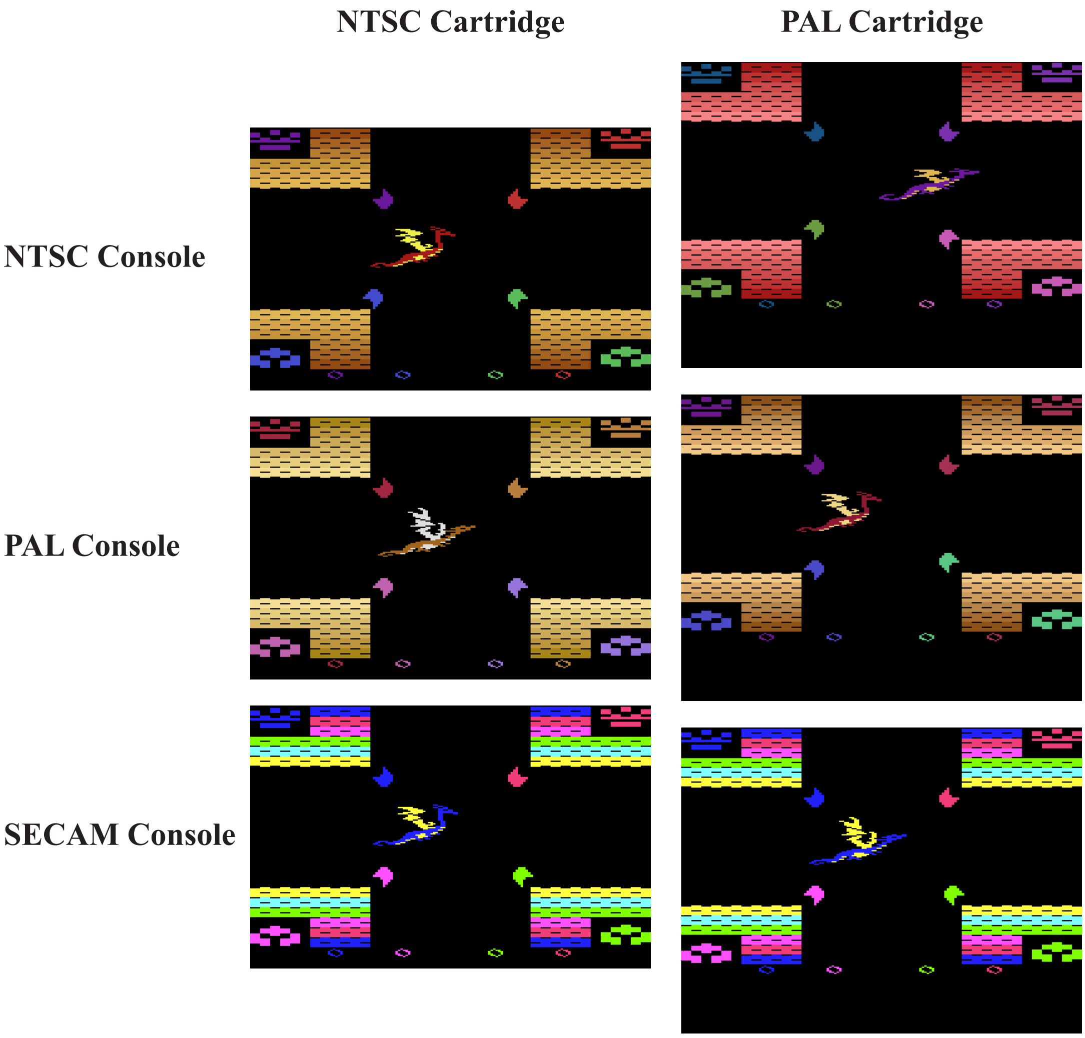
- NTSC - 128 unique colors.
- PAL - 104 unique colors
- SECAM - 8 unique colors

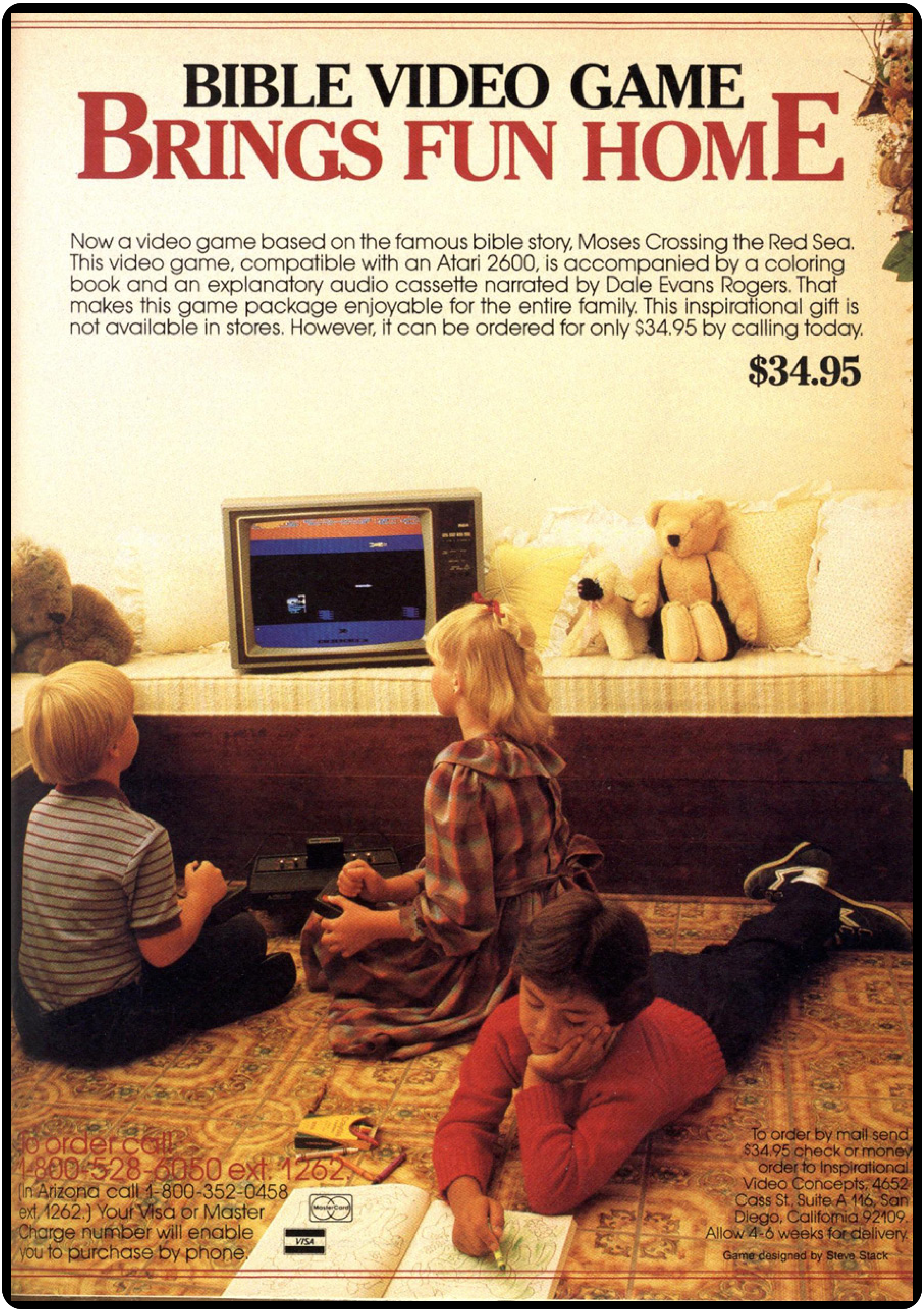
The console is what determines the colors that can be displayed. In looking at the TIA Color Chart, it becomes readily apparent that the colors on each system are different. If a game displays something using color $68, it gets the following color when displayed on the television:


NTSC
PAL
SECAM

As such, a cartridge needs to know what system it will be used on so it can select the correct color numbers. If you want to draw a green tree, an NTSC cartridge could use $C2, a PAL cartridge could use $52 while a SECAM cartrdige could use $x8(x could be any hexadecimal digit, 0 thru F).

If a cartridge is used on a system it was not designed for, the colors will appear incorrect. spiceware.org used Stella, an Atari Emulator, to create the following screenshots of what the NTSC and the PAL versions of their game, Medieval Mayhem, would look like when plugged into different consoles.





BIBLE VIDEO GAME
BRINGS FUN HOME

Now a video game based on the famous bible story, Moses Crossing the Red Sea. This video game, compatible with an Atari 2600, is accompanied by a coloring book and an explanatory audio cassette narrated by Dale Evans Rogers. That makes this game package enjoyable for the entire family. This inspirational gift is not available in stores. However, it can be ordered for only $34.95 by calling today.

$34.95

To order call:
1-800-528-6050 ext. 1262.
(In Arizona call 1-800-352-0458 ext. 1262.) Your Visa or Master Charge number will enable you to purchase by phone.

To order by mail send $34.95 check or money order to Inspirational Video Concepts, 4652 Cass St., Suite A 116, San Diego, California 92109. Allow 4-6 weeks for delivery.

Game designed by Steve Stack

North American video game crash of 1983

wikipedia

The video game crash of 1983, known as Atari shock in Japan, was a massive recession of the video game industry that occurred from 1983 to 1985. Revenues had peaked at around $3.2 billion in 1983, then fell to around $100 million by 1985 (a drop of almost 97 percent). The crash was a serious event that brought an abrupt end to what is considered the second generation of console video gaming in North America.

The video game crash was caused by a combination of factors. Although some were more important than others, all played a role in saturating and then imploding the video game industry.

At the time of the crash, there were many consoles on the market, including the Atari 2600, Atari 5200, Bally Astrocade, ColecoVision, Coleco Gemini (a 2600 clone), Emerson Arcadia 2001, Fairchild Channel F System II, Magnavox Odyssey², Mattel Intellivision (recently updated as the Intellivision II), the Sears Tele-Games systems, Tandyvision (an Intellivision clone for Radio Shack), and the Vectrex.

Each of these consoles had its own library of games produced by the console maker, and many had large libraries of games produced by third-party developers. Likewise, many of these same companies announced yet another generation of consoles for 1984, such as the Odyssey3, and Atari 7800.

Adding to the industry's woes was a glut of poor titles from hastily financed startup companies. These games—combined with weak, high-profile Atari 2600 games such as Pac-Man and E.T. the Extra-Terrestrial—seriously damaged the reputation of the industry. Atari's market-leading 2600, then in its sixth year, was starting to approach saturation and its 1977-era design was becoming dated.

In 1982 a price war began between Commodore and Texas Instruments, and home computers became as inexpensive as video-game consoles; after Commodore cut the retail price of the 64 to $300 in June 1983 some stores began selling it for as little as $199. Dan Gutman, founder in 1982 of Video Games Player magazine, recalled in 1987 that "As the first wave of the personal computer boom started, the video games market began to taper off. People asked themselves, 'Why should I buy a video game system when I can buy a computer that will play games and do so much more?'" A newspaper stated in September 1983 about the cancellation of the Intellivision III, "Who was going to pay $200-plus for a machine that could only play games?" Commodore explicitly targeted video game players by offering competitive upgrades, where rival systems could be traded for a discount toward the purchase of a Commodore 64. Commodore's ownership of chip fabricator MOS Technology allowed manufacture of integrated circuits in-house, so the VIC-20 and C64 sold for much lower prices than competing home computers.

The Commodore 64 weathered the crash and went on to become one of the best selling computers of all time.

By 1983, Gutman wrote, "Video games were officially dead and computers were hot". He renamed his magazine to Computer Games in October 1983, but "I noticed that the word games became a dirty word in the press. We started replacing it with simulations as often as possible". Soon "The computer slump began ... Suddenly, everyone was saying that the home computer was a fad, just another hula hoop". Computer Games published its last issue in late 1984. In 1988, Computer Gaming World founder Russell Sipe noted that "the arcade game crash of 1984 took down the majority of the computer game magazines with it." He stated that, by "the winter of 1984, only a few computer game magazines remained," and by the summer of 1985, Computer Gaming World "was the only 4-color computer game magazine left."

The American game industry lobbied in Washington, D.C., for a smaller $1 coin, closer to the size of a quarter, arguing that inflation (which had reduced the quarter's spending power by a third in the early 1980s) was making it difficult to prosper. During the 1970s, the dollar coin in use was the Eisenhower Dollar, a large coin impractical for coin vending machines. The Susan B. Anthony Dollar was introduced in 1979, and its size fit the video game manufacturers' demands, but it was a failure with the general public. Ironically, the new coin's similarity to the quarter was one of the most-common complaints. In Canada, existing dollar bills were removed from circulation and replaced with coins.

Arcade machines in Japan had standardized the use of ¥100 coins, worth roughly $1, which industry veteran Mark Cerny proposed as a reason for Japan's game industry stability of the time.

Activision in 1979 became the first third-party developer. It was founded by Atari programmers who left the company because Atari did not allow credits to appear on the games and did not pay employees a royalty based on sales. At the time, Atari was owned by Warner Communications, and the developers felt that they should receive the same recognition that musicians, directors, and actors got from Warner's other divisions. After Activision went into business, Atari quickly sued to block sales of Activision's products, but never won a restraining order and ultimately settled the case in 1982. This court case legitimized third-party development, encouraging companies such as Quaker Oats (with their US Games division) to rush to open video-game divisions, hoping to impress both stockholders and consumers. Companies lured away each other's programmers or used reverse engineering to learn how to make games for proprietary systems. Atari even hired several programmers from Mattel's Intellivision development studio, prompting a lawsuit by Mattel against Atari that included charges of industrial espionage.

Despite the lessons learned by Atari in the loss of its programmers to Activision, Mattel continued to try to avoid crediting game designers. Rather than reveal the names of Intellivision game designers, Mattel instead required that a 1981 TV Guide interview with them change their names to protect their collective identities. ColecoVision designers worked in similar obscurity, feeding more departures to upstart competitors.

In the second half of 1982 the number of cartridges grew from 100 in June to more than 400 in December. Experts predicted a glut in 1983, with 10% of games producing 75% of sales. BYTE stated in December that "in 1982 few games broke new ground in either design or format ... If the public really likes an idea, it is milked for all it's worth, and numerous clones of a different color soon crowd the shelves. That is, until the public stops buying or something better comes along. Companies who believe that microcomputer games are the hula hoop of the 1980s only want to play Quick Profit." Unlike Nintendo, Sega, Sony, or Microsoft in later decades, the hardware manufacturers in this era lost exclusive control of their platforms' supply of games. With it, they also lost the ability to ensure stores were never overloaded with products. Activision, Atari, and Mattel all had experienced programmers, but many of the new companies rushing to join the market did not have enough experience and talent to create the games. Titles such as Chase the Chuck Wagon (about dogs eating food, funded by the dog food company Purina), Skeet Shoot, and Lost Luggage were examples of games made in the hopes of taking advantage of the video-game boom. While heavily advertised and marketed, these games were perceived to be of poor quality and did not catch on as hoped, further damaging the industry.

Fallout effects

The release of so many new games in 1982 flooded the market. Most stores had insufficient space to carry new games and consoles. As stores tried to return the surplus games to the new publishers, the publishers had neither new products nor cash to issue refunds to the retailers. Many publishers, including Games by Apollo and US Games, quickly folded. Unable to return the unsold games to defunct publishers, stores marked down the titles and placed them in discount bins and sale tables. Recently released games which initially sold for $35 were in bins for $5. By June 1983, the market for the more expensive games had shrunk dramatically and was replaced by a new market of rushed-to-market, low-budget games.

A massive industry shakeout resulted. Magnavox and Coleco abandoned the video game business entirely. Imagic withdrew its IPO the day before its stock was to go public; the company later collapsed. The largest third-party developer, Activision, survived in part because they also developed games for home computers to offset their console losses. Most of the smaller software development houses supporting the Atari 2600 closed.

Toy retailers, which controlled consumer access to games, had concluded that video games were a fad. That fad, they assumed, had ended, and the shelf space would be reassigned to different products; as a result, many retailers ignored video games for several years. This was the most formidable barrier that confronted Nintendo, as it tried to market its Famicom system in the United States. Retailer opposition to video games was directly responsible for causing Nintendo to brand its product an "Entertainment System" rather than a "console", using terms such as "control deck" and "Game Pak", as well as producing a toy robot called R.O.B. to convince toy retailers to allow it in their stores.

The sales of home video games had dropped considerably during this period, from $3 billion in 1982 to as low as $100 million in 1985, leading to bankruptcy for many game companies at the time. Following the release of the Nintendo Entertainment System in 1985, the industry began recovering, with annual sales exceeding $2.3 billion by 1988, with 70% of the market dominated by Nintendo. In 1986, Nintendo president Hiroshi Yamauchi noted that "Atari collapsed because they gave too much freedom to third-party developers and the market was swamped with rubbish games". In response, Nintendo limited the number of titles that third-party developers could release for their system each year, and promoted its "Seal of Quality", which it allowed to be used on games and peripherals by publishers that met Nintendo's quality standards.

The end of the crash allowed Commodore to raise the price of the C64 for the first time upon the June 1986 introduction of the Commodore 64c—a Commodore 64 redesigned for lower cost of manufacture, which Compute! cited as the end of the home-computer price war, one of the primary causes of the crash.

The North American video game crash had two long-lasting results. The first result was that dominance in the home console market shifted from the United States to Japan. By 1986, three years after its introduction, 6.5 million Japanese homes—19% of the population—owned a Family Computer, and the company began exporting it to the US. When the US video game market recovered in the late 1980s the NES was by far the dominant console, leaving only a fraction of the market to a resurgent Atari battling Sega's Master System for the number-two spot. By 1989, home video game sales in the United States had reached $5 billion, surpassing the 1982 peak of $3 billion during the previous generation. A large majority of the market was controlled by Nintendo; it sold more than 35 million units in the United States, exceeding the sales of other consoles and personal computers by a considerable margin. Other Japanese companies also rivaled Nintendo's success in the United States, with Sega's Mega Drive/Genesis in 1989 and NEC's PC Engine/TurboGrafx 16 released the same year.

A second, highly visible result of the crash was the institution of measures to control third-party development of software. Using secrecy to combat industrial espionage had failed to stop rival companies from reverse engineering the Mattel and Atari systems and hiring away their trained game programmers. While Mattel and Coleco implemented lockout measures to control third-party development (the ColecoVision BIOS checked for a copyright string on power-up), the Atari 2600 was completely unprotected and once information on its hardware became available, little prevented anyone from making games for it. Nintendo thus instituted a strict licensing policy for the NES that included equipping the cartridge and console with lockout chips, which were region-specific and had to match in order for a game to work. In addition to preventing the use of unlicensed games, it also was designed to combat piracy, rarely a problem in the United States or Europe, but rampant in East Asia.

Following the crash, Nintendo would become the market leader in America with the Nintendo Entertainment System, shifting the market to Japan for years to come.

Accolade achieved a technical victory in one court case against Sega, challenging this control, even though it ultimately yielded and signed the Sega licensing agreement. Several publishers, notably Tengen (Atari), Color Dreams, and Camerica, challenged Nintendo's control system during the 8-bit era by producing unlicensed NES games. The concepts of such a control system remain in use on every major video game console produced today, even with fewer "cartridge-based" consoles on the market than in the 8/16-bit era. Replacing the security chips in most modern consoles are specially encoded optical discs that cannot be copied by most users and can only be read by a particular console under normal circumstances.

Nintendo portrayed these measures as intended to protect the public against poor-quality games, and placed a golden seal of approval on all licensed games released for the system. These strict licensing measures backfired somewhat after Nintendo was accused of trust behavior. In the longer run, however, many third-party publishers such as Electronic Arts actively supported competing consoles such as the Sega Genesis. Most of the Nintendo platform-control measures were adopted by later console manufacturers such as Sega, Sony, and Microsoft, although not as stringently.

Atari video game burial

wikipedia

The Atari video game burial was a mass burial of unsold video game cartridges, consoles, and computers in a New Mexico landfill site, undertaken by Atari in 1983. The goods buried were believed to be unsold copies of E.T. the Extra-Terrestrial, one of the biggest commercial failures in video gaming and often cited as one of the worst video games ever released, and the Atari 2600 port of Pac-Man, which was commercially successful but critically maligned.

Atari, Inc. had been purchased by Warner Communications in 1976 for $28 million, and had seen its net worth grow to $2 billion by 1982. By this time, the company accounted for 80% of the video gaming market; and was responsible for over half of its parent company's revenues, earning some 65–70% of their operating profits. By the last quarter of 1982, its growth in the following year was expected to be in the region of 50%. However, on December 7, 1982, the company reported that its earnings had only increased by 10–15%, rather than the predicted figure. The next day saw Warner Communications' share prices fall by a third, and the quarter ended with Warner's profits falling by 56%. In addition, Atari's CEO, Ray Kassar, was later investigated for possible insider trading charges as a result of selling some five thousand shares in Warner less than half an hour before reporting Atari's lower-than-expected earnings. Kassar was later cleared of any wrongdoing, although he was forced to resign his position the following July. Atari, Inc. would go on to lose $536 million in 1983, and was sold off by Warner Communications the following year.

Atari's tendency to port arcade games for its home console had led to some of its most commercially successful games, including the port of its own coin-op Asteroids, and the licensed versions of Taito's Space Invaders and Namco's Pac-Man. When the latter game received its official port to the Atari 2600, Atari was confident that sales figures would be high, and manufactured 12 million cartridges—despite having sold only around 10 million Atari 2600 consoles. It was believed that the game would be successful enough not only to earn an estimated $500 million, but also to boost sales of the console itself by several million as gamers sought to play the home conversion. However, the finished product, released in March 1982, was critically panned for its poor gameplay, and although it became the console's best-selling title after shipping 7 million units, it still left Atari with over 5 million unsold cartridges—a problem compounded by the high rate of customers returning the game for refunds.

Further to the problems caused by Pac-Man's underwhelming sales, Atari also faced great difficulty as a result of its video game adaptation of the film E.T. the Extra-Terrestrial. The game was a result of a deal between Warner Communications and the film's director Steven Spielberg. The concept of a video game based on a film, instead of porting an arcade coin-op or building on an established franchise, was unheard of at the time. It was later reported that Warner had paid $20–25 million for the rights, which was at the time quite a high figure for video game licensing. Atari manufactured 5 million cartridges for the game; however, upon its release in December 1982, only 1.5 million copies were sold, leaving Atari still holding onto over half of the game cartridges. The game was critically panned, and is now seen as one of the worst ever made. Billboard magazine's Earl Paige reported that the large number of unsold E.T the Extra-Terrestrial games, along with an increase in competition, prompted retailers to demand official return programs from video game manufacturers.

The failures of these titles were further compounded by Atari's business dealings from 1981. Confident in strong sales, the company had told its distributors to place their 1982 orders all at once. However, video game sales in 1982 had slowed, and distributors who had ordered en masse in expectation of high turnover were left to simply return large quantities of unsold stock to Atari. As a result, the company soon found itself in possession of several million essentially useless video game cartridges, which it would be entirely unable to sell

In September 1983, the Alamogordo Daily News of Alamogordo, New Mexico reported in a series of articles, that between 10 and 20 semi-trailer truckloads of Atari boxes, cartridges, and systems from an Atari storehouse in El Paso, Texas, were crushed and buried at the landfill within the city. It was Atari's first dealings with the landfill, which was chosen because no scavenging was allowed and its garbage was crushed and buried nightly. Atari's stated reason for the burial was that it was changing from Atari 2600 to Atari 5200 games, but this was later contradicted by a worker who claimed that this was not the case. Atari official Bruce Enten stated that Atari was mostly sending broken and returned material to the Alamogordo dump and that it was "by-and-large inoperable stuff."

On September 27, 1983, the news service UPI reported that "people watching the operation said it included cassettes of the popular video games E.T., Pac-Man, Ms. Pac-Man, the consoles used to convey the games to television screens and high-priced personal computers." The news service Knight-Ridder further reported on the looting of the dump on September 28 by local kids, stating "kids in this town of 25,000 began robbing the Atari grave, coming up with cartridges of such games as E.T., Raiders of the Lost Ark, Defender, and Berzerk."

On September 28, 1983, The New York Times reported on the story of Atari's dumping in New Mexico. An Atari representative confirmed the story for the newspaper, stating that the discarded inventory came from Atari's plant in El Paso, which was being closed and converted to a recycling facility. The reports noted that the site was guarded to prevent reporters and the public from affirming the contents. The Times article never suggested any of the specific game titles being destroyed, but subsequent reports have generally linked the story of the dumping to the well-known failure of E.T. Additionally, the headline "City to Atari: 'E.T.' trash go home" in one edition of the Alamogordo News seems to imply some of the cartridges were E.T., but then follows with a humorous interpretation of E.T. meaning "Extra-territorial" and never specifically mentions the game.

Starting on September 29, 1983, a layer of concrete was poured on top of the crushed materials, a rare occurrence in waste disposal. An anonymous workman's stated reason for the concrete was: "There are dead animals down there. We wouldn't want any children to get hurt digging in the dump." Eventually, the city began to protest the large amount of dumping Atari was doing, with one commissioner stating that the area did not want to become "an industrial waste dump for El Paso." The local manager ordered the dumping to be ended shortly afterwards. Due to Atari's unpopular dumping, Alamogordo later passed an Emergency Management Act and created the Emergency Management Task Force to limit the future flexibility of the garbage contractor to secure outside business for the landfill for monetary purposes. Alamogordo's then mayor, Henry Pacelli, commented that, "We do not want to see something like this happen again."

All of these factors have led to wide speculation that most of the 3.5 million unsold copies of E.T. the Extra-Terrestrial ultimately wound up in this landfill, crushed and encased in concrete. It has also been reported that prototypes for the proposed Atari Mindlink controller system were disposed of at the site, which only further fuels speculation, since Atari Museum owner Curt Vendel actually currently owns the Mindlink prototypes. Writing for the Pacific Historical Review, John Wills speculated that location's place in the public psyche—its proximity to the sites of both the Trinity nuclear test and Roswell UFO incident—has aided the popularity of the story.

The conflicting information surrounding the burial has led to the claim of it being an "E.T. Dump" being referred to as an urban legend, which in turn has led to a degree of skepticism and doubt over the veracity of the dumping story itself, and the relevance of conflating the event with the later industry downturn. As recently as October 2004, Howard Scott Warshaw, the programmer responsible for the E.T. the Extra-Terrestrial game, expressed doubts that the destruction of millions of copies of the game ever took place. Warshaw also believes that Atari's downfall was more a result of their business practices—including alleged block booking of poorly selling games with successful ones when dealing with distributors—than any specific failed games. This latter view has been echoed by Travis Fahs of IGN, who believes that Atari's problems, including their huge surplus of unsold stock, arose from the company's overestimation of the sustainability of Atari 2600 sales, rather than being due to the individual quality of games being released.

The incident has also become something of a cultural symbol representative of the North American video game crash of 1983, often cited as a cautionary tale about the hubris of poor business practices, despite suggestions that the burial allowed the company to write off the disposed-of material for tax relief purposes.

Excavation

On May 28, 2013, the Alamogordo City Commission granted Fuel Industries, a Canadian entertainment company, six months of access to the landfill to film a documentary about the burial and to excavate the dump site. Xbox Entertainment Studios planned to air this documentary series as an exclusive to the Xbox One and Xbox 360 in 2014 as part of a multipart documentary series being produced by Lightbox, a US/UK production company. Though the excavation was momentarily stalled due to a complaint by the New Mexico Environmental Protection Division Solid Waste Bureau citing potential hazards, the issues were resolved in early April 2014 to allow the excavation to proceed.

Excavation started on April 26, 2014 as an open event to the public. E. T. the Extra-Terrestrial designer Howard Scott Warshaw and director Zak Penn attended the event as part of a documentary about the burial, as did local residents such as Armando Ortega, a city official who is reportedly one of the original children to raid the dump in 1983. Ortega stated that although he and his friends found dozens of quality games, they gave the E.T. cartridges away because the "game sucked ... you couldn't finish it". James Heller, the former Atari manager in charge of the original burial, was also on hand at the excavation. Heller revealed that he had originally ordered the site to be covered in concrete. Contrary to the urban legend that claims millions of cartridges were buried there, Heller stated that only 728,000 cartridges were buried.

ATARI
CENTIPEDE
ATARI

Evidence of E.T., Centipede, and other Atari materials uncovered during the excavation

Remnants of E.T. and other Atari games were discovered in the early hours of the excavation, as reported by Microsoft's Larry Hyrb. A team of archaeologists was present to examine and document the Atari material unearthed by excavation machinery: Andrew Reinhard (American School of Classical Studies at Athens), Richard Rothaus (Trefoil Cultural and Environmental), Bill Caraher (University of North Dakota), with support from video game historian Raiford Guins (SUNY - Stony Brook) and historian Bret Weber (University of North Dakota).

Only about 1300 cartridges of the estimated 700,000 were removed from the burial, as the remaining materials were deeper than expected, and made them more difficult to access, according to Alamogordo mayor Susie Galea. The burial was refilled following this event. Joseph Lewandowski, who had worked to arrange the unearthing with the city, said that this was a one-time shot to recover materials from the site, as they do not expect the city to agree to a similar event again.

The documentary Atari: Game Over, which features the burial site and its excavation, was released on November 20, 2014.

Of the recovered materials, a fraction has been given to the New Mexico Museum of Space History for display, and another 100 to the documentary producers Lightbox and Fuel Entertainment. Galea believes the remaining cartridges can be sold by the city of Alamogordo through the Museum of Space History. She hopes that the sale of these games can help fund recognition of the burial site as a tourist attraction in the future. The City of Alamogordo approved the auction of the games in September 2014, to be sold through eBay and the Alamogordo Council website. As of September 2015, over $107,000 has been raised through the sales of about 880 unearthed cartridges, with one E.T. copy selling for more than $1,500. About 300 cartridges remain to be sold at a later date given the historical value of the cartridges.

Excavating the landfill. Boxes of Yars' Revenge, Star Raiders, Pac-Man, Space Invaders, Defender and Warlords can be seen.

One of the E.T. cartridges that had been dug up was taken by the Smithsonian Institution for its records, calling the cartridge both representative of the burial site but also in terms of video games, how the cartridge represents "the ongoing challenge of making a good film to a video game adaptation, the decline of Atari, the end of an era for video game manufacturing, and the video game cartridge life cycle".

The legacy of the burial has led it to be referenced in popular culture.

The music video for the song "When I Wake Up" by Wintergreen depicts the band traveling to the landfill site and proceeding to dig up cartridges.

In 2015 a fictionalized account of the burial is a key element of the episode The Games Underfoot of the TV series Elementary.

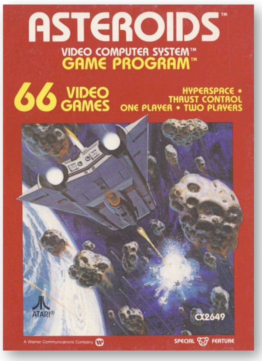
Checklist

To compile these lists I used AtariAge as a master, and included info from AtariMania for missing info. These lists are not a Master-list, I suspect alot of different variations are missing. For more on each variations, please visit atarimania.com.

North-America

The first list include games released in North-America.

The Atari 2600 was first released in North America on September 11, 1977 and featured nine launch titles: Air-Sea Battle, Basic Math, Blackjack, Combat, Indy 500, Star Ship, Street Racer, Surround and Video Olympics. The final licensed Atari 2600 game released in North America was Secret Quest in 1989.


ASTEROIDS
VIDEO COMPUTER SYSTEM GAME PROGRAM
66 VIDEO GAMES
HYPERSPACE • THRUST CONTROL
ONE PLAYER • TWO PLAYERS
ATARI
CX2649

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
3D Tic-Tac-Toe		Atari	Text	CX2618	2	30			
3D Tic-Tac-Toe		Atari	Picture	CX2618	2	30			
3D Tic-Tac-Toe		Sears	Text	49-75123	3	30			
Action Pak		Atari		PRO810	6	222			
The Activision Decathlon		Activision	Standard	AZ-030	3	30			
Adventure		Atari	Text	CX2613	2	30			
Adventure		Atari	Picture	CX2613	2	30			
Adventure		Sears	Text	49-75154	3	30			
Adventure		Sears	Picture	49-75154	4	30			
Adventures of Tron		INTV	White	MT4317	3	31			
Adventures of Tron		M Network	Black	MT4317	3	31			
Air Raid		MenAvision		---	10	31			
Air Raiders		INTV	White	MT5861	3	31			
Air Raiders		M Network	Black	MT5861	2	31			
Air-Sea Battle	Target Fun	Atari	Text #	CX2602	3	32			
Air-Sea Battle	Target Fun	Atari	Text	CX2602	2	32			
Air-Sea Battle	Target Fun	Atari	Picture	CX2602	2	32			
Airlock		Data Age	Standard	DA1004	3	32			
Alien		20CenturyF.	Standard	11006	4	32			
Alien		Xante		---	10	32			
Alpha Beam with Ernie		Atari	Children's	CX26103	4	33			
Amidar	Spiderdroid	ParkerBroth.	Standard	PB5310	2	33			
Arcade Golf	Miniature Golf	Sears	Text	99829	3	115			
Arcade Pinball	Video Pinball	Sears	Text	49-75161	3	195			
Arcade Pinball	Video Pinball	Sears	Picture	49-75161	3	195			
Armor Ambush		INTV	White	MT5661	4	33			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Armor Ambush		M Network	Black	MT5661	3	33			
Artillery Duel		Xonox	Standard	99004	5	34			
Artillery Duel/Superkicks		Xonox	DoubleEnd	6230	5	222			
Artillery Duel/Ghost Manor		Xonox	DoubleEnd	06004	5	222			
Artillery Duel/Spike’s Peak		Xonox	DoubleEnd	7210	6	222			
Assault		Bomb	Standard	CA281	9	34			
Asterix		Atari		CX2696	10	34			
Asteroids		Atari	Picture	CX2649	1	35			
Asteroids		Atari	Silver	CX2649	3	35			
Asteroids		Sears	64 Games	49-75163	2	35			
Asteroids		Sears	66 Games	49-75163	2	35			
Asteroids		Sears	Picture	49-75163	2	35			
Astroblast		M Network	Black	MT5666	2	36			
Astroblast		Telegames	Silver	---	3	36			
Atari Video Cube	Rubik’s Cube	Atari	Silver	CX2670	7	36			
Atlantis		Imagic	Text	IA3203	2	36			
Atlantis		Imagic	NightScene	IA3203	2	36			
Atlantis		Imagic	Day Scene	IA3203	2	36			
Atlantis		Imagic	Blue	IA3203	4	36			
Atlantis II		Imagic	NightScene	---	10	36			
Bachelor Party		Mystique	Standard	1002	5	37			
Bachelor Party/Gigolo		Playaround	Standard	205	5	37			
Bachelorette P./BurningDesire		Playaround	Standard	202	5	37			
Back to School Pak		Atari		PRO812	6	222			
Backgammon		Atari	Text	CX2617	2	38			
Backgammon		Atari	Picture	CX2617	2	38			
Backgammon		Sears	Text	99848	3	38			
Bank Heist		20CenturyF.	Standard	11012	5	38			
Barnstorming		Activision	Standard	AX-013	2	38			
Baseball	Home Run	Sears	49-75108	99819	2	96			
Baseball	Home Run	Sears	6-99819	99819	2	96			
Baseball	Home Run	Sears	Picture	99819	5	96			
Basic Math	Fun Numbers	Atari	Text #	CX2661	4	39			
Basic Math	Math	Atari	Text	CX2661	3	39			
Basic Programming		Atari	Text	CX2620	3	39			
Basic Programming		Atari	Picture	CX2620	3	39			
Basketball		Atari	Text	CX2624	2	39			
Basketball		Atari	Picture	CX2624	2	39			
Basketball		Sears	49-75113	99826	2	39			
Basketball		Sears	6-99826	99826	2	39			
Basketball		Sears	Picture	99826	3	39			
Battlezone		Atari	Silver	CX2681	2	41			
Beamrider		Activision	Special	AZ-037	5	41			
Beany Bopper		20CenturyF.	Red Sirius	11002	4	41			
Beany Bopper		Xante		---	10	41			
Beat ‘Em & Eat ‘Em		Mystique	Standard	1003	5	42			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Beat‘Em&Eat/LadyInWading		Playaround	Standard	204	5	42			
Berenstain Bears		Coleco	Standard	2658	9	42			
Bermuda Triangle		Data Age	Standard	116007	4	43			
Berzerk		Atari	Picture	CX2650	1	43			
Berzerk		Sears	Picture	49-15168	3	43			
Big Bird’s Egg Catch		Atari	Children’s	CX26104	4	43			
Birthday Mania		PersonalG.		---	10	44			
Blackjack		Atari	Text #	CX2651	3	44			
Blackjack		Atari	Text	CX2651	2	44			
Blackjack		Sears	Text	99805	2	44			
Blackjack		Sears	Text	99805	2	44			
Blackjack		Sears	Picture	99805	4	44			
Blueprint		CBS Electro.	Standard	80030	3	44			
BMX Airmaster		Atari		CX26190	10	45			
BMX Airmaster		TNT Games	White	---	4	45			
Boing!		FirstStarSoft.	Xonox	---	8	45			
Boing!		FirstStarSoft.	Standard	---	8	45			
Bowling		Atari	Text	CX2628	2	45			
Bowling		Atari	Picture	CX2628	2	45			
Bowling		Sears	Text	99842	2	45			
Boxing		Activision	Standard	AG-002	2	46			
Boxing		Activision	Blue	AG-002	3	46			
Brain Games		Atari	Text	CX2664	3	46			
Brain Games		Atari	Picture	CX2664	3	46			
Brain Games		Sears	Text	99818	3	46			
Breakaway IV	Breakout	Sears	Text	99813	3	46			
Breakaway IV	Breakout	Sears	Picture	99813	3	46			
Breakout	Breakaway IV	Atari	Text	CX2622	2	46			
Breakout	Breakaway IV	Atari	Picture	CX2622	2	46			
Breakout	Breakaway IV	Atari	Orange	CX2622	4	46			
Bridge		Activision	Standard	AX-006	4	47			
Buck Rogers: Planet of Zoom		Sega	Grip Case	005-01	4	47			
Bugs		Data Age	Standard	DA1005	3	47			
Bump ‘n’ Jump		INTV	White	MT7045	5	48			
Bump ‘n’ Jump		M Network	Black	MT7045	4	48			
Bump ‘n’ Jump		Telegames	Silver	---	5	48			
Bumper Bash		Spectravis.	Standard	SA-218	9	48			
Burgertime		INTV	White	MT4518	4	48			
Burgertime		M Network	Black	MT4518	3	48			
Busy Police	KeystoneKapers	Zellers	Standard	---	5	104			
Cakewalk		CommaVid	Standard	CM008	9	50			
California Games		Epyx	Standard	19319R	4	50			
Cannon Man	Hum.Cannon.	Sears	Text	99841	6	97			
Canyon Bomber		Atari	Text	CX2607	2	50			
Canyon Bomber		Atari	Picture	CX2607	2	50			
Canyon Bomber		Sears	6-99828	99828	2	50			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Canyon Bomber		Sears	49-75115	99828	2	50			
Canyon Bomber		Sears	Picture	99828	6	50			
Capture	Flag Capture	Sears	Text	99824	3	81			
Carnival		Coleco	Standard	2468	2	51			
Casino	Poker Plus	Atari	Text	CX2652	1	51			
Casino	Poker Plus	Atari	Picture	CX2652	1	51			
Centipede		Atari	Silver	CX2676	2	51			
Challenge	My Way	Zellers	Standard	---	4	221			
Challenge of Nexar		Spectravis.	Standard	SA-206	4	52			
Championship Soccer	Pelé's., Soccer	Atari	Text	CX2616	2	52			
Chase	Surround	Sears	Text	99807	3	173			
Chase	Surround	Sears	Text	99807	3	173			
Chases	Surround	Sears	Picture	99807	5	173			
Chase the Chuck Wagon		Spectravis.	Standard	---	8	53			
Checkers		Activision	Standard	AG-003	4	53			
Checkers	VideoCheckers	Sears	Text	49-75156	3	53			
China Syndrome		Spectravis.	Standard	---	5	53			
Chopper Command		Activision	Standard	AX-015	2	54			
Chopper Command		Activision	Blue	AX-015	3	54			
Chuck Norris Superkicks		Xonox	Standard	99003	5	54			
ChuckSuperkicks/GhostManor		Xonox	DoubleEnd	06002	7	223			
ChuckSuperkicks/Spike'sPeak		Xonox	DoubleEnd	6003	6	223			
Circus	Circus Atari	Sears	Text	49-75172	3	54			
Circus	Circus Atari	Zellers	Standard	---	4	54			
Circus Atari	Circus	Atari	Text	CX2630	2	54			
Circus Atari	Circus	Atari	Picture	CX2630	2	54			
Coconuts		Telesys	Col.Handl.	1001	4	55			
Coconuts		Telesys	Col.Stand.	1001	4	55			
Codebreaker		Atari	Text	CX2643	3	55			
Codebreaker		Atari	Picture	CX2643	3	55			
Codebreaker		Sears	Text	99815	4	55			
Color Bar Generator		Videosoft		---	9				
Combat	Tank Plus	Atari	Text #	CX2601	2	56			
Combat	Tank Plus	Atari	Text	CX2601	1	56			
Combat	Tank Plus	Atari	Picture	CX2601	1	56			
Commando		Activision	Special	AK-043	3	56			
Commando Raid		U.S. Games	Black	VC1004	2	56			
CommunistMutantsFromSpace		Starpath	Cassette	AR4101	4	57			
Condor Attack		Ultravision		1043	9	57			
Congo Bongo		Sega	Grip Case	006-01	4	57			
Cookie Monster Munch		Atari	Children's	CX26102	4	59			
Copy Cart		VidCo		---	10				
Cosmic Ark		Imagic	Text	IA3204	2	59			
Cosmic Ark		Imagic	Picture	IA3204	2	59			
Cosmic Commuter		Activision	Special	AG-038	5	59			
Cosmic Corridor	Space Tunnel	Zimag	Standard	708-111	6	60			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Cosmic Creeps		Telesys	Col.Handl.	1002	4	60			
Cosmic Creeps		Telesys	Col. Stand.	1002	4	60			
Cosmic Swarm		CommaVid	Standard	CM003	6	60			
Crackpots		Activision	Standard	AX-029	4	61			
Crash Dive		20CenturyF.	Standard	11031	5	61			
Crazy Climber		Atari	Silver	CX2683	8	61			
Cross Force		Spectravis.	Standard	SA-203	5	62			
Crossbow		Atari	Red	CX26139	2	62			
Cruise Missile	Exocet	Froggo	Standard	FG1007	4	77			
Crypts of Chaos		20CenturyF.	Standard	11009	5	62			
Crypts of Chaos		Xante		---	10	62			
Crystal Castles		Atari	Silver	CX26110	2	63			
Custer's Revenge		Mystique	Standard	1001	5	63			
Dare Diver	Sky Diver	Sears	Text	99843	5	149			
Dark Cavern	Night Stalker	M Network	Black	MT5667	2	64			
Dark Chambers		Atari	Red	CX26151	4	64			
Deadly Duck		20CenturyF.	Red Sirius	11004	4	64			
Death Trap		Avalon Hill	Standard	50010	8	65			
Defender		Atari	Picture	CX2609	1	65			
Defender		Sears	Picture	49-75186	2	65			
Defender II	Stargate	Atari	Red	CX26120	4	65			
Demolition Herby		Telesys	Col.Handl.	1006	7	66			
Demolition Herby		Telesys	B&W Std.	1006	6	66			
Demon Attack		Imagic	Text	IA3200	2	66			
Demon Attack		Imagic	Picture	IA3200	2	66			
Demon Attack		Imagic	Blue	IA3200	5	66			
Demon Attack		Xante		---	10	66			
Demons to Diamonds		Atari	Picture	CX2615	2	66			
Demons to Diamonds		Sears	Picture	49-75140	3	66			
Desert Falcon		Atari	Red	CX26140	4	68			
Diagnostic Cartridge		Atari		---	8				
Dice Puzzle		Panda	End Label	106	6	68			
Dig Dug		Atari	Silver	CX2677	2	68			
Dishaster	Dancing Plate	Zimag	Standard	711-111	5	69			
Dodge 'Em	Dodger Cars	Atari	Text	CX2637	2	69			
Dodge 'Em	Dodger Cars	Atari	Picture	CX2637	2	69			
Dodge 'Em	Dodger Cars	Atari	Picture	CX2637	2	69			
Dodger Cars	Dodge 'Em	Sears	Text	49-75158	3	69			
Dodger Cars	Dodge 'Em	Sears	Picture	49-75158	4	69			
Dolphin		Activision	Standard	AX-024	3	69			
Donkey Kong		Atari	Red	CX26143	3	71			
Donkey Kong		Coleco	Standard	2451	1	71			
Donkey Kong Junior		Atari	Red	CX26144	4	71			
Donkey Kong Junior		Coleco	Standard	2653	4	71			
Double Dragon		Activision	Special	AK-050	5	71			
Double Dunk		Atari	Red	CX26159	4	72			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Dragon Treasure	Dragonfire	Zellers	Standard	---	5	72			
Dragonfire		Imagic	Picture	IA3611	2	72			
Dragonstomper		Starpath	Cassette	AR4400	5	72			
Dragster		Activision	Standard	AG-001	2	73			
E.T. The Extra-Terrestrial		Atari	Silver	CX2674	1	74			
Earth Attack	Defender	Zellers	Standard	---	5	65			
Earth Dies Screaming		20CenturyF.	Standard	11020	5	74			
ECPC Cartridge		Romox		---	10				
Eggomania		U.S. Games	Beveld.C.	VC2003	4	74			
Eggomania		U.S. Games	Stanrd.C.	VC2003	4	74			
Eli's Ladder		Simage		---	10	75			
Encounter at L5		Data Age	Standard	DA1001	3	75			
Enduro		Activision	Standard	AX-026	2	75			
Enduro		Activision	Blue	AX-026	3	75			
Entombed		U.S. Games	Beveld.C.	VC2007	4	76			
Escape From the Mindmaster		Starpath	Cassette	AR4200	4	77			
Espial		Tigervision	Standard	7-012	6	77			
Exocet	Cruise Missile	Panda	End Label	109	6	77			
Fantastic Voyage		20CenturyF.	Standard	11008	4	78			
Farmer Dan	Gopher	Zellers	Standard	---	5	91			
Fast Eddie		20CenturyF.	Red Sirius	11003	4	78			
Fast Food		Telesys	Col.Handl.	1003	4	78			
Fast Food		Telesys	Col. Stand.	1003	3	78			
Fathom		Imagic	Text	03205	4	79			
Final Approach		Apollo	Blue	AP2009	4	79			
Fire Fighter		Imagic	Picture	IA3400	3	79			
Fire Fighter		Imagic	Picture	IA3400	3	79			
Fire Fly		Mythicon	Standard	1002	4	80			
Fireball		Starpath	Cassette	AR4300	4	80			
Fishing Derby		Activision	Standard	AG-004	3	80			
Flag Capture	Capture	Atari	Text	CX2644	4	81			
Flag Capture	Capture	Atari	Picture	CX2644	5	81			
Flash Gordon	Space Adventure	20CenturyF.	Standard	11015	4	81			
Football		Atari	Text	CX2625	1	81			
Football		Atari	Picture	CX2625	1	81			
Football		Sears	Text	99827	2	81			
Football - Realsports Soccer		Atari	Silver	---	4	82			
Frankenstein's Monster		Data Age	Standard	116008	5	82			
Freeway		Activision	Standard	AG-009	2	82			
Freeway		Activision	Blue	AG-009	3	82			
Freeway		Zellers	Standard	---	4	82			
Frogger		Parker Bros.	Standard	PB5300	1	83			
Frogger II: Threeedeep!		Parker Bros.	Standard	PB5590	6	83			
Frogger, The Official		Starpath	Cassette	AR4105	6	83			
Frogs and Flies		INTV	White	MT5664	5	84			
Frogs and Flies		M Network	Black	MT5664	2	84			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Front Line		Coleco	Standard	2665	4	84			
Frontline	Combat	Zellers	Standard	---	4	56			
Frostbite		Activision	Standard	AX-031	4	84			
Fun With Numbers	Basic Math, Math	Atari	Text	CX2661	3	39			
Fun With Numbers		Atari	Picture	CX2661	3	39			
G.I. Joe - Cobra Strike		Parker Bros.	Standard	PB5920	4	86			
G.I. Joe - Cobra Strike		Parker Bros.	Gray	PB5920	3	86			
Galaxian		Atari	Silver	CX2684	2	86			
Game of Concentration	Hunt & Score, Memory Match	Atari	Text	CX2642	3	86			
Game of Concentration		Atari	Picture	CX2642	3	86			
Gamma-Attack		Gammation		GA1003	10	87			
Gangster Alley	Task Force	Spectravis.	Standard	SA-201	4	87			
Gas Hog	Piraten-Schiff	Spectravis.	Standard	SA-217	8	87			
Gauntlet		Answer Soft.		1002	10	88			
Ghost Manor		Xonox	Standard	99002	6	88			
Ghost Manor/Spike’s Peak		Xonox	DoubleEnd	6210	4	223			
Ghostbusters		Activision	Special	AZ-108	4	88			
Ghostbusters		Activision	Blue	AZ-108	4	88			
Glacier Patrol		Telegames	Silver	5667 A106	8	89			
Glib		Selchow&R.	Standard	---	9	89			
Golf		Atari	Text	CX2634	2	89			
Golf		Atari	Picture	CX2634	2	89			
Golf		Sears	Text	49-751221	3	89			
Gopher	Farmer Dan	U.S. Games	Beveled C.	VC2001	4	91			
Gopher	Farmer Dan	U.S. Games	Standr. C.	VC2001	4	91			
Gorf		CBS Electr.	Standard	80010	3	91			
Grand Prix		Activision	Standard	AX-014	2	91			
Grand Prix		Activision	Blue	AX-014	3	91			
Gravitar		Atari	Silver	CX2685	8	92			
Gravitar		Atari	Red	CX2685	2	92			
Great Escape	Asteroid Fire	Bomb	Standard	CA282	9	92			
Gremlins		Atari	Silver	CX26127	6	92			
Guardian		Apollo	Blue	AP2008	8	93			
Gunslinger	Outlaw	Sears	49-75109	99822	3	124			
Gunslinger	Outlaw	Sears	6-99822	99822	3	124			
Gunslinger	Outlaw	Sears	Picture	99822	5	124			
Gyruss		Parker Bros.	Standard	PB5080	4	93			
H.E.R.O.		Activision	Special	AZ-036	5	94			
Halloween		Wizard Vid.	Standard	007	7	94			
Halloween		Wizard Vid.	No Label	007	8	94			
Hangman	Spelling	Atari	Text	CX2662	2	94			
Hangman	Spelling	Atari	Picture	CX2662	2	94			
Harbor Escape	River Raid	Panda	Wraparound	110	6	96			
Haunted House		Atari	Picture	CX2654	2	96			
Haunted House		Sears	Picture	---	2	96			
Home Run	Baseball	Atari	Text	CX2623	2	96			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Home Run	Baseball	Atari	Picture	CX2623	2	96			
Human Cannonball	Cannon Man	Atari	Text	CX2627	2	97			
Human Cannonball	Cannon Man	Atari	Picture	CX2627	2	97			
Hunt & Score	Concentration	Atari	Text	CX2642	3	86			
I Want My Mommy	Open Sesame	Zimag	Standard	710-111	5	98			
Ice Hockey		Activision	Standard	AG-012	2	98			
Ice Hockey		Activision	Blue	AG-012	3	98			
Ikari Warriors		Atari	Red	CX26177	5	98			
Inca Gold	Pac-Kong	Zellers	Standard	---	6	207			
Indy 500	Race	Atari	11 indy 500	CX2611	3	99			
Indy 500	Race	Atari	Text	CX2611	2	99			
Indy 500	Race	Atari	Picture	CX2611	2	99			
Infiltrate		Apollo	Standard	AP2006	3	99			
Infiltrate		Apollo	Blue	AP2006	3	99			
International Soccer		M Network	Black	MT5687	2	99			
International Soccer		Telegames	Silver	5687 A279	4	99			
James Bond 007		Parker Bros.	Standard	PB5110	6	100			
Jawbreaker		Tigervision	Standard	7-002	5	101			
Journey Escape		Data Age	Standard	116006	2	101			
Joust		Atari	Silver	CX2691	2	101			
Jr. Pac-Man		Atari	Red	CX26123	2	102			
Jungle Fever/Knight on Town		Playaround	Standard	203	5	102			
Jungle Hunt		Atari	Silver	CX2688	2	102			
Kaboom!		Activision	Standard	AX-010	2	103			
Kaboom!		Activision	Blue	AX-010	3	103			
Kangaroo		Atari	Silver	CX2689	2	103			
Karate		Froggo	Standard	FG1001	4	103			
Karate		Ultravision	Square case	---	10	103			
Karate		Ultravision	T-case	---	10	103			
Keystone Kapers		Activision	Standard	AX-025	2	104			
Keystone Kapers		Activision	Blue	AX-025	3	104			
Killer Satellites		Starpath	Cassette	AR4103	4	104			
King Kong		Tigervision	Standard	7-001	5	104			
Kool Aid Man		M Network	Black	MT4648	4	105			
Krull		Atari	Silver	CX2682	4	105			
Kung Fu Master		Activision	Special	AG-039	4	105			
Kung Fu Superkicks	Chuck Norris	Telegames	Silver	6082 A145	5	54			
Laser Blast		Activision	Standard	AG-008	2	106			
Laser Gates		Imagic	Text	03208	5	106			
Laser Volley	Laser Gates	Zellers	Standard	---	4	106			
Lochjaw	Shark Attack	Apollo	Standard	AP2005	9	106			
Lock ‘N’ Chase		INTV	White	MT5663	3	107			
Lock ‘N’ Chase		M Network	Black	MT5663	2	107			
Lock ‘N’ Chase		Telegames	Silver	---	3	107			
London Blitz		Avalon Hill	Standard	50020	5	107			
Lost Luggage		Apollo	Standard	AP2004	4	107			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Lost Luggage		Apollo	Blue	AP2004	4	107			
M*A*S*H		20CenturyF.	Standard	11011	3	108			
M.A.D.		U.S. Games	Beveled C.	VC1012	4	108			
M.A.D.		U.S. Games	Standr. C.	VC1012	4	108			
MagiCard		CommaVid	Standard	CM001	10				
Malagai		Answer Soft.		1001	9	108			
Mangia		Spectravis.	Standard	SA-212	10	109			
Marauder		Tigervision	Standard	7-005	6	109			
Marine Wars		Konami	Standard	RC-102-X02	5	109			
Mario Bros.		Atari	Silver	CX2697	4	110			
Master Builder	SuperBaumeister	Spectravis.	Standard	SA-210	8	110			
Masters of Universe - HeMan		INTV	White	MT4319	4	110			
Masters of Universe - HeMan		M Network	Black	MT4319	4	110			
Math	Basic Math, FunW.Numbers	Sears	Text	99808	4	39			
Math		Sears	Text	99808	4	39			
Math Gran Prix		Atari	Picture	CX2658	3	112			
Math Gran Prix		Sears	Picture	49-75128	4	112			
Maze	Slot Racers	Sears	6-99825	99825	3	150			
Maze	Slot Racers	Sears	49-75112	99825	3	150			
Maze	Slot Racers	Sears	Picture	99825	2	150			
Maze Craze	Maze Mania	Atari	Text	CX2635	2	112			
Maze Craze	Maze Mania	Atari	Picture	CX2635	2	112			
Maze Mania	Maze Craze	Sears	Text	49-75157	2	112			
Mega Force		20CenturyF.	Standard	11005	2	112			
Megamania		Activision	Standard	AX-017	2	113			
Megamania		Activision	Blue	AX-017	5	113			
Memory Match	Concentration	Sears	Text	99814	4	86			
Midnight Magic		Atari	Red	CX26129	3	113			
Millipede		Atari	Silver	CX26118	3	113			
Miner 2049er		Tigervision	Standard	7-008	5	114			
Miner 2049er II		Tigervision	Standard	7-011	7	114			
Mines of Minos		CommaVid	Standard	CM005	6	114			
Miniature Golf	Arcade Golf	Atari	Text	CX2626	3	115			
Missile Command		Atari	Picture	CX2638	1	115			
Missile Command		Sears	Text	49-75166	2	115			
Missile Command		Sears	Picture	49-75166	5	115			
Mogul Maniac		Amiga	Standard	3120	4	115			
Montezuma’s Revenge		Parker Bros.	Standard	PB5760	5	116			
Moon Patrol		Atari	Silver	CX2692	2	116			
Moonsweeper		Imagic	Standard	03207	4	116			
Moonsweeper		Imagic	Blue	03207	4	116			
Motocross Racer		Xonox	Standard	99008	7	117			
MotoRodeo		Atari	Red	CX26171	5	117			
Mountain King		CBS Electr.	Standard	80080	4	117			
Mouse Trap		Atari	Red	CX26146	3	118			
Mouse Trap		Coleco	Standard	2459	2	118			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Mr. Do!		Coleco	Standard	2656	5	118			
Mr. Do!’s Castle		Parker Bros.	Standard	PB5820	8	118			
Ms. Pac-Man		Atari	Silver	CX2675	2	119			
Name This Game		U.S. Games	Beveled C.	VC1007	4	120			
Name This Game		U.S. Games	Standr. C.	VC1007	3	120			
Night Driver		Atari	Text	CX2633	1	120			
Night Driver		Atari	Picture	CX2633	1	120			
Night Driver		Sears	Text	49-75114	2	120			
Night Driver		Sears	Picture	49-75114	6	120			
Night Stalker	Dark Cavern	Telegames	Silver	---	5	64			
No Escape!		Imagic	Picture	IA3312	10	120			
No Escape!		Xante		---	7	120			
Ocean City Defender	Atlantis	Zellers	Standard	---	4	36			
Off The Wall		Atari	Red	CX26168	5	121			
Oink!		Activision	Standard	AX-023	3	121			
Omega Race		CBS Electr.	Standard	80090	3	122			
Oscar’s Trash Race		Atari	Children’s	CX26101	4	123			
Othello		Atari	Text	CX2639	2	123			
Othello		Atari	Picture	CX2639	2	123			
Othello		Atari	Picture	CX2639	2	123			
Othello		Sears	Text	---	4	123			
Out of Control		Avalon Hill	Standard	50050	9	123			
Outer Space	Star Ship	Sears	Text	99803	3	162			
Outer Space	Star Ship	Sears	Text	99803	3	162			
Outer Space	Star Ship	Sears	Picture	99803	4	162			
Outlaw	Gunslinger	Atari	Text	CX2605	2	124			
Outlaw	Gunslinger	Atari	Picture	CX2605	2	124			
Pac-Man		Atari	Picture	CX2646	1	125			
Pac-Man		Sears	Picture	49-78185	3	125			
Party Mix		Starpath	Cassette	AR4302	7	125			
Pele’s Soccer	Champ.Soccer	Atari	Picture	CX2616	2	52			
Pengo		Atari	Silver	CX2690	6	125			
Pepsi Invaders		Atari		---	10	126			
Pete Rose Baseball		Absolute	Standard	AK-045	5	126			
Phaser Patrol		Starpath	Cassette	AR4000	4	126			
PhillyFlasher/CathouseBlues		Playaround	Standard	201	5	127			
Phoenix		Atari	Silver	CX2673	2	127			
Picnic		U.S. Games	Beveled C.	VC2004	5	127			
Piece o’ Cake		U.S. Games	Beveled C.	VC2005	5	128			
Pigs in Space		Atari	Children’s	CX26114	5	128			
Pinball	Video Pinball	Zellers	Standard	---	4	195			
Pitfall II: Lost Caverns		Activision	Special	AB-035	4	129			
Pitfall!		Activision	Standard	AX-018	2	128			
Pitfall!		Activision	Blue	AX-018	3	128			
Planet Patrol		Spectravis.	Standard	SA-202	3	129			
Plaque Attack		Activision	Standard	AX-027	4	129			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Poker Plus	Casino	Sears	Text	99816	3	51			
Poker Plus	Casino	Sears	Picture	99816	3	51			
Polaris		Tigervision	Standard	7-007	6	130			
Polaris		Tigervision	Green	7-007	7	130			
Pole Position		Atari	Pole Posit'n	CX2694	4	130			
Pole Position		Atari	Silver	CX2694	2	130			
Pong Sports	VideoOlympics	Sears	Text	99806	3	195			
Pong Sports	VideoOlympics	Sears	Text	99806	3	195			
Pong Sports	VideoOlympics	Sears	Picture	99806	5	195			
Pooyan		Konami	Standard	RC-100-X02	5	130			
Popeye		Parker Bros.	Standard	PB5370	2	131			
Porky's		20CenturyF.	Standard	11013	4	132			
Pressure Cooker		Activision	Standard	AZ-032	4	132			
Private Eye		Activision	Special	AG-034	5	132			
Q*bert		Atari	Red	CX26150	3	133			
Q*bert		Parker Bros.	Standard	PB5360	2	133			
Q*bert's Qubes		Parker Bros.	Standard	PB5550	9	133			
Quadrun		Atari	Silver	CX2686	9	134			
Quest for Quintana Roo		Sunrise	Standard	1603	8	134			
Quest for Quintana Roo		Telegames	Silver	6057 A227	3	134			
Quick Step!		Imagic	Text	03211	5	134			
Rabbit Transit		Starpath	Cassette	AR4104	6	135			
Race	Indy 500	Sears	49-75149	99821	3	99			
Race	Indy 500	Sears	99821	99821	3	99			
Race	Indy 500	Sears	49-75149	99821	3	99			
Race	Indy 500	Sears	99821	99821	3	99			
Race	Indy 500	Sears	Picture	99821	4	99			
Racing Pak		Atari		PRO811	6	223			
Racquetball		Apollo	Standard	AP2003	4	135			
Radar	Exocet	Zellers	Standard	---	5	77			
Radar Lock		Atari	Red	CX26176	4	135			
Raft Rider		U.S. Games	Beveled C.	VC2006	5	136			
Raft Rider		U.S. Games	Standr. C.	VC2006	6	136			
Raiders of the Lost Ark		Atari	RaidersLostArk	CX2659	5	136			
Raiders of the Lost Ark		Atari	Silver	CX2659	2	136			
Ram It		Telesys	Col.Handl.	1004	7	136			
Ram It		Telesys	B&W Std.	1004	6	136			
Rampage		Activision	Special	AG-049	5	137			
Reactor		Parker Bros.	Standard	PB5330	2	137			
RealSports Baseball		Atari	Silver	CX2640	2	137			
RealSports Boxing		Atari	Red	CX26135	3	138			
RealSports Football		Atari	Silver	CX2668	2	138			
RealSports Soccer		Atari	Silver	CX2667	3	82			
RealSports Tennis		Atari	Silver	CX2680	3	138			
RealSports Volleyball		Atari	Silver	CX2666	3	139			
Rescue Terra I		VentureVis.	Standard	VV2001	9	139			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Revenge Beefsteak Tomatoes		20CenturyF.	Standard	11016	4	139			
Riddle of the Sphinx		Imagic	Picture	IA3600	2	140			
Riddle of the Sphinx		Imagic	Picture	IA3600	2	140			
River Patrol		Tigervision	Standard	7-004	9	141			
River Raid		Activision	Standard	AX-020	2	141			
River Raid		Activision	Blue	AX-020	3	141			
River Raid II		Activision	Special	AK-043-02	6	141			
Road Runner		Atari	Red	CX2663	6	142			
Robin Hood		Xonox	Standard	99005	8	142			
Robin Hood / Sir Lancelot		Xonox	DoubleEnd	6220	8	223			
Robot Tank		Activision	Standard	AZ-028	3	142			
Robot Tank		Activision	Blue	AZ-028	4	142			
Roc N Rope		Coleco	Standard	2667	5	143			
Room of Doom		CommaVid	Standard	CM004	6	143			
Rubik’s Cube	AtariVideoCube	Atari	Silver	CX2698	8	143			
Scuba Diver	Fisher Price	Panda	End Label	104	6	144			
Scuba Diver	Skindiver	Zellers	Standard	---	6	144			
Sea Hawk	Seahawk	Froggo	Standard	FG1008	4	144			
Sea Hawk	Seahawk	Panda	End Label	108	6	144			
Sea Hawk	Seahawk	Zellers	Standard	---	6	144			
Sea Hunt	Skindiver	Froggo	Standard	FG1009	4	144			
Seamonster		Puzzy		PG201	9	144			
Seaquest		Activision	Standard	AX-022	2	145			
Secret Quest		Atari	Red	CX26170	4	145			
Sentinel		Sentinel	Red	CX26183	5	145			
Shark Attack	Lochjaw	Apollo	Standard	AP2005	3	106			
Shark Attack	Lochjaw	Apollo	Blue	AP2005	4	106			
Shootin’ Gallery		Imagic	Picture	IA3410	5	146			
Shuttle Orbiter		Avalon Hill	Standard	50040	7	146			
Sir Lancelot		Xonox	Standard	99006	7	146			
Skate Boardin’		Absolute	Standard	AG-042	4	147			
Skeet Shoot		Apollo	Standard	AP1001	5	147			
Skiing		Activision	Standard	AG-005	2	147			
Skiing		Activision	Blue	AG-005	3	147			
Sky Diver	Dare Diver	Atari	Text	CX2629	2	149			
Sky Diver	Dare Diver	Atari	Picture	CX2629	2	149			
Sky Jinks		Activision	Standard	AG-019	2	149			
Sky Skipper		Parker Bros.	Standard	PB5350	3	149			
Slot Machine	Slots	Atari	Text	CX2653	3	150			
Slot Racers	Maze	Atari	Text	CX2606	2	150			
Slot Racers	Maze	Atari	Picture	CX2606	2	150			
Slots	Slot Machine	Sears	Text	99823	4	150			
Smurfs Save the Day		Coleco	Standard	2465	8	150			
Smurfs: Gargamel’s Castle		Coleco	Standard	2465	4	151			
Sneak n’ Peek		U.S. Games	Black	VC1002	2	151			
Snoopy and the Red Baron		Atari	Children’s	CX26111	5	151			

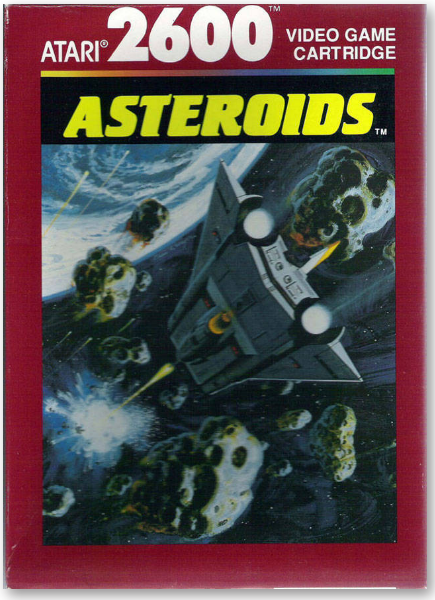
Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Soccer	Pelé's Soccer	Sears	Text	49-75155	3	52			
Solar Fox		CBS Electr.	Standard	80020	3	152			
Solar Storm		Imagic	Text	03206	4	152			
Solar Storm		Xante		---	10	152			
Solaris		Atari	Red	CX26136	2	152			
Sorcerer		Mythicon	Standard	1001	4	153			
Sorcerer's Apprentice		Atari	Children's	CX26109	4	153			
Space Adventure	Flash Gordon	Zellers	Standard	---	6	81			
Space Attack		M Network	Black	MT5659	2	153			
Space Attack		Telegames	Silver	---	3	153			
Space Canyon	Space Cavern	Panda	Wraparound	100	6	154			
Space Cavern		Apollo	Standard	AP2002	3	154			
Space Cavern		Apollo	Blue	AP2002	3	154			
Space Combat	Space War	Sears	Text	99812	3	155			
Space Combat	Space War	Sears	Picture	99812	3	155			
Space Invaders		Atari	Text	CX2632	1	154			
Space Invaders		Atari	Picture	CX2632	1	154			
Space Invaders		Atari	Silver	CX2632	2	154			
Space Invaders		Atari	Red	CX2632	2	154			
Space Invaders		Sears	Text	49-75153	2	154			
Space Invaders		Sears	Picture	49-75153	2	154			
Space Jockey		U.S. Games	Black	VC1001	2	155			
Space Shuttle		Activision	Standard	AZ-033	3	155			
Space Shuttle		Activision	Blue	AZ-033	4	155			
Space Shuttle		Activision	White	AZ-033	6	155			
Space Tunnel		Puzzy		PG202	9	217			
Space War	Space Combat	Atari	Text	CX2604	2	155			
Space War	Space Combat	Atari	Picture	CX2604	2	155			
Spacechase		Apollo	Standard	AP2001	3	156			
Spacechase		Apollo	Blue	AP2001	3	156			
Spacemaster X-7		20CenturyF.	Standard	11022	6	156			
Speedway II	Street Racer	Sears	Text	99804	3	168			
Speedway II	Street Racer	Sears	Text	99804	3	168			
Speedway II	Street Racer	Sears	Picture	99804	3	168			
Spelling	Hangman	Sears	Text	99811	4	94			
Spider Fighter		Activision	Standard	AX-021	2	156			
Spider Maze	Inca Gold	K-Tel Vision	Standard	---	9	207			
Spider-Man		Parker Bros.	Standard	PB5900	3	157			
Spiderdroid	Amidar	Froggo	Standard	FG1002	3	157			
Spike's Peak		Xonox	Standard	99001	9	157			
Spitfire Attack		MiltonBradley	Standard	---	4	158			
Springer		Tigervision	Standard	7-006	7	158			
Sprintmaster		Atari	Red	CX26155	4	158			
Spy Hunter		Sega	Grip Case	011-01	6	160			
Spy Hunter		Sega	Standr. C.	011-01	6	160			
Squeeze Box		U.S. Games	Standr. C.	VC2002	4	160			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Sssnake		Data Age	Standard	DA1003	4	160			
Stampede		Activision	Standard	AG-011	2	161			
Star Fox		Mythicon	Standard	1003	4	161			
Star Raiders		Atari	Picture	CX2660	1	161			
Star Raiders		Sears	Picture	49-75187	3	161			
Star Ship	Outer Space	Atari	03star ship	CX2603	3	162			
Star Ship	Outer Space	Atari	Text	CX2603	3	162			
Star Ship	Outer Space	Atari	Picture	CX2603	3	162			
Star Strike		INTV	White	MT4313	5	162			
Star Strike		M Network	Black	MT4313	5	162			
Star Trek: Strategic Simulator		Sega	Grip Case	004-01	4	162			
Star Voyager		Imagic	Text	IA3201	2	163			
Star Voyager		Imagic	Picture	IA3201	2	163			
Star Wars: Death Star Battle		Parker Bros.	Standard	PB5060	4	163			
Star Wars: Jedi Arena		Parker Bros.	Standard	PB5000	3	163			
Star Wars: The Arcade Game		Parker Bros.	Standard	PB5540	5	165			
Star Wars: Empire Strikes		Parker Bros.	Standard	PB5050	2	165			
Stargate	Defender II	Atari	Silver	CX26120	4	165			
Stargunner		Telesys	Col.Handl.	1005	7	166			
Stargunner		Telesys	B&W Std.	1005	6	166			
Starmaster		Activision	Standard	AX-016	2	166			
Steeplechase		Sears	Text	49-75126	4	166			
Stellar Track		Sears	Text	49-75159	4	167			
Stellar Track		Sears	Picture	49-75159	4	167			
Strategy X		Konami	Standard	RC-101-X02	5	167			
Strawberry Shortcake Musical		Parker Bros.	Standard	PB5910	4	167			
Street Racer	Speedway II	Atari	12street racer	CX2612	3	168			
Street Racer	Speedway II	Atari	Red Text	CX2612	2	168			
Street Racer	Speedway II	Atari	Picture	CX2612	2	168			
Stronghold		CommaVid	Standard	CM009	9	168			
Stuntman	Nightmare	Panda	End Label	105	6	168			
Sub Scan		Sega	Grip Case	01-002	4	169			
Submarine Commander		Sears	Picture	49-75142	5	169			
Subterranea		Imagic	Text	03213	6	169			
Suicide Mission		Starpath	Cassette	AR4102	4	170			
Summer Games		Epyx	Standard	08519R	4	170			
Super Baseball		Atari	Red	CX26152	2	170			
Super Breakout		Atari	Picture	CX2608	2	171			
Super Breakout		Sears	Text	49-75165	3	171			
Super Challenge Baseball		INTV	White	MT5665	3	171			
Super Challenge Baseball		M Network	Black	MT5665	2	171			
Super Challenge Baseball		Telegames	Silver	---	3	171			
Super Challenge Football		INTV	White	MT5658	3	171			
Super Challenge Football		M Network	Black	MT5658	3	171			
Super Challenge Football		Telegames	Silver	---	3	171			
Super Cobra		Parker Bros.	Standard	PB5320	3	172			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Super Football		Atari	Red	CX26153	2	173			
Superman		Atari	Text	CX2631	2	173			
Superman		Atari	Picture	CX2631	2	173			
Superman		Sears	Text	99845	4	173			
Surround	Chase	Atari	41surround	CX2641	3	173			
Surround	Chase	Atari	Text	CX2641	2	173			
Surround	Chase	Atari	Picture	CX2641	2	173			
Survival Island		Starpath	Cassette	AR4401	8	174			
Survival Run		MiltonBradley	Standard	---	4	174			
Sword of Saros		Starpath	Cassette	AR4201	8	174			
Swordquest: Earthworld		Atari	Silver	CX2656	2	176			
Swordquest: Fireworld		Atari	Silver	CX2657	3	176			
Swordquest: Waterworld		Atari	Silver	CX2671	9	176			
Tac-Scan		Sega	Grip Case	01-001	3	182			
Tank Brigade	Phantom Tank	Panda	Wraparound	101	6	182			
Tank Plus	Combat	Sears	Text	99801	2	56			
Tank Plus	Combat	Sears	Text	99801	2	56			
Tanks But No Tanks	Phantom Tank	Zimag	Standard	707-111	5	182			
Tapeworm		Spectravis.	Standard	SA-204	3	182			
Tapper		Sega	Grip Case	010-01	6	183			
Tapper		Sega	Standr. C.	010-01	6	183			
Target Fun	Air-Sea Battle	Sears	49-75102	99802	2	32			
Target Fun	Air-Sea Battle	Sears	49-75102	99802	2	32			
Target Fun	Air-Sea Battle	Sears	99802	99802	2	32			
Target Fun	Air-Sea Battle	Sears	99802	99802	2	32			
Task Force	Gangster Alley	Froggo	Standard	FG1003	4	87			
Tax Avoiders		Americ.Video.	Standard	---	5	183			
Taz		Atari	Silver	CX2699	4	183			
Tennis		Activision	Standard	AG-007	2	185			
Texas Chainsaw Massacre		WizardVideo	Standard	008	7	185			
The Music Machine		Sparrow		GCG 1001T	10	185			
Threshold		Tigervision	Standard	7-003	6	186			
Thunderground		Sega	Grip Case	003-01	4	186			
Time Pilot		Coleco	Standard	2663	5	186			
Time Warp		Zellers	Standard	---	5	218			
Title Match Pro Wrestling		Absolute	Standard	AG-041	4	187			
Tomarc the Barbarian		Xonox	Standard	99007	7	187			
Tomarc/Motocross Racer		Xonox	DoubleEnd	---	9	223			
Tomcat: F-14 Fighter Simul.		Absolute	Standard	AK-046	4	187			
Tooth Protectors		DSD/Camelot	Standard	---	9	188			
Towering Inferno		U.S. Games	Black	VC1009	3	188			
Track & Field		Atari	Silver	CX26125	6	188			
Trick Shot		Imagic	Text	IA3000	3	189			
Trick Shot		Imagic	Picture	IA3000	3	189			
Tron: Deadly Discs		INTV	White	MT5662	3	190			
Tron: Deadly Discs		M Network	Black	MT5662	3	190			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Tunnel Runner		CBS Electr.	Standard	80070	4	191			
Turmoil		20CenturyF.	Standard	11007	3	191			
Turmoil		Zellers	Standard	---	5	191			
Tutankham		Parker Bros.	Standard	PB5340	3	191			
Universal Chaos		Telegames	Silver	7062 A305	5	192			
Up n' Down		Sega	Standr. C.	009-01	7	192			
Vanguard		Atari	Silver	CX2669	2	193			
Venture		Atari	Red	CX26145	2	193			
Venture		Coleco	Standard	2457	2	193			
Video Checkers	Checkers	Atari	Text	CX2636	2	193			
Video Checkers	Checkers	Atari	Picture	CX2636	2	193			
Video Chess		Atari	Text	CX2645	3	194			
Video Chess		Atari	Picture	CX2645	3	194			
Video Chess		Sears	Text	99817	3	194			
Video Jogger		Exus		---	9	194			
Video Life		CommaVid	Standard	CM002	10	194			
Video Olympics	Pong Sports	Atari	Text #	CX2621	3	195			
Video Olympics	Pong Sports	Atari	Text	CX2621	2	195			
Video Olympics	Pong Sports	Atari	Picture	CX2621	2	195			
Video Pinball	Arcade Pinball	Atari	UpperCase	CX2648	1	195			
Video Reflex		Exus		---	9	195			
Vulture Attack	Condor Attack	K-Tel Vision	Standard	---	9	57			
Wabbit		Apollo	Blue	AP2010	4	196			
Wall Ball		Avalon Hill	Standard	50030	7	196			
Wall Defender	Wall Break	Bomb	Standard	CA285	9	196			
Warlords		Warlords	Picture	CX2610	1	197			
Warlords		Sears	Text	49-75127	2	197			
Warlords		Sears	Picture	49-75127	2	197			
Warplock		Data Age	Standard	DA1002	3	197			
Winter Games		Epyx	Standard	08919R	4	197			
Wizard of Wor		CBS Electr.	Standard	80000	3	198			
Word Zapper		U.S. Games	Black	VC1003	3	198			
Worm War I		20CenturyF.	Red Sirius	11001	3	198			
X-Man		Univ.Gamex		1005	9	199			
Xenophobe		Atari	Red	CX26172	7	199			
Yars' Revenge		Atari	Picture	CX2655	2	200			
Yars' Revenge		Atari	Red	CX2655	5	200			
Yars' Revenge		Sears	Picture	49-75167	4	200			
Z-Tack	Base Attack	Bomb	Standard	CA283	9	201			
Zaxxon		Coleco	Standard	2454	3	201			
Obelix		Atari	Silver	CX26117	7	121			

Europe



This list include games released in European regions.

The console became popular in Europe in the early 80s. 250,000 units were sold in 1977, 550,000 units in 1978 and 2 million in 1980. However, in 1982 they sold a mind boggling 8 million Atari 2600s.

By the mid to late 80s the Atari was still successful in Europe, South America and Japan right up until the start of the 90s, making the Atari 2600 one of the longest lasting video games consoles in history. The final licensed game released in Europe was Klax and Acid Drop in 1990 and 1992.

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
32 in 1		Atari		CX26163P	3				
Acid Drop		Salu	Standard	---	4	202			
Action Force	G.I. Joe Cobra	Parker Bros.	Standard	931511	4	86			
Activision Decathlon, The		Activision	White	EAZ-030-04I	5	30			
Air Wolf	Barnstorming	Quelle	Short	---	-	38			
Airlock		Game World		133-004	-	32			
Alien's Return	Go Go Home	ITT Fam. G.		554-33 391	-	206			
Angeln I	Fishing Derby	Ariola		PGP237	-	80			
Angriff der Luftflotten	M.A.D.	Quelle	Standard	495.463 2	-	108			
Artillery Duel/Super Kung Fu		Xonox	DoubleEnd	6230	-				
Asterix		Atari	Silver	CX2696	5	34			
Asteroid Fire		Home Vision		VCS 83111	-	202			
Asteroids		Atari	Red	CX2649	5	36			
Astro Attack	Time Warp	Goliath		83-214	-	218			
Astrowar		Goliath		SM8002	-	203			
Aufruhr im Zoo	Pumuckl I			719.694 2	-	214			
Autorennen	Grand Prix	Ariola		PGP232	-	91			
Base Attack	Z-Tack	Home Vision		VCS 83113	-	201			
Base Attack	Z-Tack	ITT Fam. G.		---	-	201			
Base Attack	Z-Tack	Quelle	Short	---	-	201			
Baseball	Home Run	Quelle	Short	---	-	96			
Basis-Angriff	Z-Tack	---	Vid.G. SP	SP-208	-	201			
Basketball		Atari	Red	CX2624P	-	39			
Battlezone		Atari	Red	CX2681	4	41			
Beamrider		Activision	White	EAZ-037-04I	-	41			
BermudaTriangle		Game World		133-007	-	43			
Billard	Trick Shot	Quelle	Standard	626.610 0	-	189			
Black Hole	Challenge Nexar	Hot Shot		83-311	-	52			
Black Hole	Challenge Nexar	Quelle	Short	---	-	52			
Blueprint		CBS Electr.	German Col.	4L2482	-	44			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Bobby Geht Heim	Bobby Home	Bit Corp	Re-release	---	3	203			
Bobby Geht Heim	Bobby Home	Bit Corp	German	---	-	203			
Bobby Geht Nach Hause	Bobby Home	Quelle	Standard	0055	-	203			
Bobby is Going Home		Bit Corp	English	PG206	-	203			
Bogey Blaster	Air Raiders	Telegames	Silver	5861 A030	4	31			
Boom Bang	Crackpots	HES		---	-	61			
Boom Bang	Crackpots	Quelle	Short	---	-	61			
Boxen	Boxing	Ariola		PGP234	-	46			
Break Down	Wall Break	Dynamics		DY-192004	-	219			
Bugs		Game World		133-005	-	47			
Capture	Wall Break	Goliath		83-314	-	219			
Carnival		CBS Electro.	UK Color	4L2277	-	51			
Carnival		CBS Electro.	German Col.	4L1718	-	51			
Catch Time	Plaque Attack	Ariola		---	-	129			
Centipede		Atari	Red	CX2676	4	51			
Challenge	My Way	HES		---	-	221			
Chess	Video Chess	Quelle	Short	---	-	194			
Chopper Command		Activision	White	EAX-015-04I	-	54			
Cobra 104	Worm War I	Quelle	Short	---	-	198			
Col ‘N’	Go Go Home	Home Vision		---	-	206			
Commando		Salu	Standard	---	-	56			
Commando Raid		Carrere Vid.		USC1004	-	56			
Condor Attack		Goliath		4	-	57			
Cosmic Town	Base Attack	ITT Fam. G.		554-33 375	-	201			
Cosmic War	Space Tunnel	Home Vision		VCS 83136	-	217			
Cowboy	Stampede	Ariola		---	-	161			
Criminal Persuit	Mysterious Thief	Quelle	Short	---	-	211			
Criminal Pursuit	Mysterious Thief	Ariola		---	-	211			
Crystal Castles		Atari	Red	CX26110	5	63			
Dancing Plate		Bit Corp	English	PG205	-	69			
Dancing Plate		Quelle	Short	---	-	69			
Das Raumschiff	Go Go Home	---	Vid.G. SP	SP-211	-	206			
Deadly Discs	TRON - D.D.	Telegames	Silver	---	5	190			
Defender		Atari	Picture	CX2609	6	65			
Defender		---	Pet Boat	---	-	65			
Demon Attack		Imagic	White	EIX-006-04I	-	66			
Der Flinke Architekt	Master Builder	Quelle	Standard	343.373 7	-	110			
Der Hungrige Panda	Panda Chase	Quelle	Standard	731.662 3	-	212			
Der Kleine Bar	Frostbite	Quelle	Standard	685.640 5	-	84			
Der Moderne Ritter	Fast Eddie	Quelle	Standard	700.223 1	-	78			
Der Postman	Mr. Postman	Bit Corp	Re-release	---	3	210			
Der Vielfraß	Fast Food	Quelle	Standard	176.543 7	-	78			
Dice Puzzle		Sancho		TEC005	-	68			
Die Ente und der Wolf	Pooyan	Quelle	Standard	688.383 9	-	130			
Die Hungrigen Frosche	Frogs n` Flies	Quelle		874.382 5	-	84			
Die Ratte und die Karotten	Gopher	Quelle	Standard	687.463 0	-	91			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Die Springteufel	Infiltrate	Quelle	Standard	176.654 2	-	99			
Donkey Kong		CBS Electro.	UK White	4L1802	-	71			
Donkey Kong		CBS Electro.	UK Color	4L2274	-	71			
Donkey Kong		Quelle	Short	---	-	71			
Donkey Kong		---	V Case	---	-	71			
Donkey Kong		Pet Boat		---	-	71			
Dragon Defender		Ariola		---	-	72			
Dragster		Activision	White	EIX-006-04I	-	73			
Dragster		Activision	Black	AG-001	4	73			
Dschungel Boy	Pitfall!	Quelle	Standard	262.894 9	-	128			
Duck Fighting	Deadly Duck	---	V Case	---	-	64			
E.T. Go Home	Go Go Home	Quelle	Short	---	-	206			
Eddy Langfinger, Museumsdieb	Mysterious Thief	Quelle	Standard	732.052 6	-	211			
Eggomania		Carrere Vid.		USC2003	-	74			
Eishockey-Fieber	Ice Hockey	Quelle	Standard	873.790 0	-	98			
Emdurl	Enduro	---	Taiwan S.	---	-	75			
Encounter at L5		Game World	Standard	133-001	-	75			
Enduro		Activision	White	EAX-026-04I	-	75			
Enduro		Pet Boat		---	-	75			
Exocet		Sancho		---	-	77			
F-14 Tomcat	Tomcat F-14 S.	Salu		---	-	187			
F18 Vs. Aliens	Flash Gordon	---	Taiwan S.	---	-	81			
Farmyard Fun	Play Farm	Ariola	Standard	TP-617	-	214			
Fatal Run		Atari	Red	CX26162	4	205			
Felix Return	Bobby Go Home	Hot Shot	Standard	83-116	-	203			
Fighter Pilot	Tomcat F-14 S.	Activision	Black	EAK-046-04B	5	187			
Fire Birds	Sky Alien	ITT Fam. G.	Plastic	554-33 383	-	216			
Fire Burg	Missile Com.	---	V Case	2402-063-01	-	115			
Fire Fighter		Imagic	White	EIX-005-04I	-	79			
Fishing Durbi	Fishing Derby	---	Taiwan S.	---	-	80			
Football		Quelle	Short	---	-	81			
Forest		Hot Shot	Standard	83-315	-	205			
Forest		Sancho	Standard	TEC006	-	205			
Fortress Defense	M.A.D.	---	V Case	2402-046-01	-	108			
Fox & Goat		Quelle	Short	---	-	221			
Frankenstein's Monster		Game World	Standard	133-008	-	82			
Frisco		Home Vision	Standard	VCS 83104	-	205			
Frogger		---	V Case	---	-	83			
Frogger	Freeway	---	Pet Boat	---	-	83			
Fuchs & Schweinchen Schlau	Oink!	Quelle	Standard	806.174 9	-	121			
Fussball	Inter. Soccer	Ariola	Standard	PGP235	-	99			
Galactic	Condor Attack	Funvision		---	-	57			
Galactic	Condor Attack	Goliath		83-416	-	57			
Galactic	Condor Attack	---	V Case	---	-	57			
Gangster	Outlaw	Ariola		---	-	124			
Gangster Ruine	Gangster Alley	Spectravis.		SA-201	-	87			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Gefecht im All	Space Jockey	Quelle	Standard	147.443 6	-	155			
General Retreat/Westward Ho	Custer Revenge	Playaround	Standard	206	-	63			
Ghostbusters II		Salu	Standard	---	3	206			
Gogo Home Monster	Go Go Home	Home Vision		VCS 83103	-	206			
Gopher		Carrere Vid.		USC2001	-	91			
Gorf		CBS Electro.	UK Black	---	-	91			
Gorf		CBS Electro.	German Col.	4L1752	-	91			
Grand Prix		Activision	White	EAX-014-04I	-	91			
Ground Zero	River Raid	Hot Shot		83-113	-	141			
H.E.R.O.		Salu	Standard	---	-	94			
Hell Driver	Racing Car	ITT Fam. G.	Plastic	554-37 729	-	214			
Hey! Stop!	Keystone Kapers	Quelle	Standard	---	-	104			
Hey! Stop!	Keystone Kapers	Quelle	Short	---	-	104			
Hili Ball	Racquetball	Quelle	Standard	689.302 8	-	135			
Hole Hunter	Topy	Ariola		TP-606	-	218			
Ice Hockey		Quelle	Short	---	-	98			
Ikari Warriors		Atari	Red	CX26177	7	98			
Im Reich der Spinne	Amidar	Quelle	Standard	322.773 3	-	33			
Im Schutz der Drachen	Arena Fight	Quelle	Standard	719.252 9	-	204			
Infernal Tower	Tower. Inferno	Carrere Vid.		USC1009	-	188			
Invasion aus der Galaxis	End of World	Quelle	Standard	495.563 9	-	204			
Invasion der UFO’s	Sky Alien	Quelle	Standard	731.322 1	-	216			
IQ 180		Home Vision		VCS 83128	-	207			
Jagd auf Diamanten-Frisco	Frisco	Quelle	Standard	875.413 7	-	205			
Journey Escape		Game World	Standard	133-006	-	101			
Joust		Atari	Red	CX2691	5	101			
Jumping Jack	Bobby Go Home	Dynamics	Standard	DY-293005	-	203			
Jungle Hunt		Atari	Red	CX2688	4	102			
Kampf dem Steinfresser	Crackpots	Quelle	Standard	463.574 4	-	61			
Kampf im Asteroiden-Gürtel	Astrowar	Quelle	Standard	719.302 2	-	203			
Kampf um die Schatzinsel	Treas. Discov.	Quelle	Standard	719.163 8	-	219			
Katastrophen-Einsatz	M*A*S*H	Quelle	Standard	876.013 4	-	108			
Keystone Kapers		Activision	White	EAX-025-04I	-	104			
King Arthur	Dragonfire	Quelle	Standard	---	-	72			
King Arthur	Dragonfire	Quelle	Short	---	-	72			
KLAX		Atari	Red	CX26192	4	207			
Kreuzfeuer	Cross Force	Spectravis.	Standard	413.223 9	-	62			
Krieg der Sterne	Atlantis	Ariola	Standard	PGP233	-	36			
Labyrinth	Maze Craze	Quelle	Standard	805.784 6	-	112			
Landung in der Normandie	Commando Raid	Quelle	Standard	876.482 1	-	56			
Laser Base	End of World	ITT Fam. G.	Plastic	554-33 367	-	204			
Laser Gates		Imagic	White	EIX-007-04I	-	106			
Laser Loop	Z-Tack	Dynamics	Standard	DY-192003	-	201			
Lilly Adventure		Home Vision	Standard	VCS 83117	-	208			
Lilly Adventure		Quelle	Standard	---	-	208			
Lilly Adventure		Quelle	Short	---	-	208			

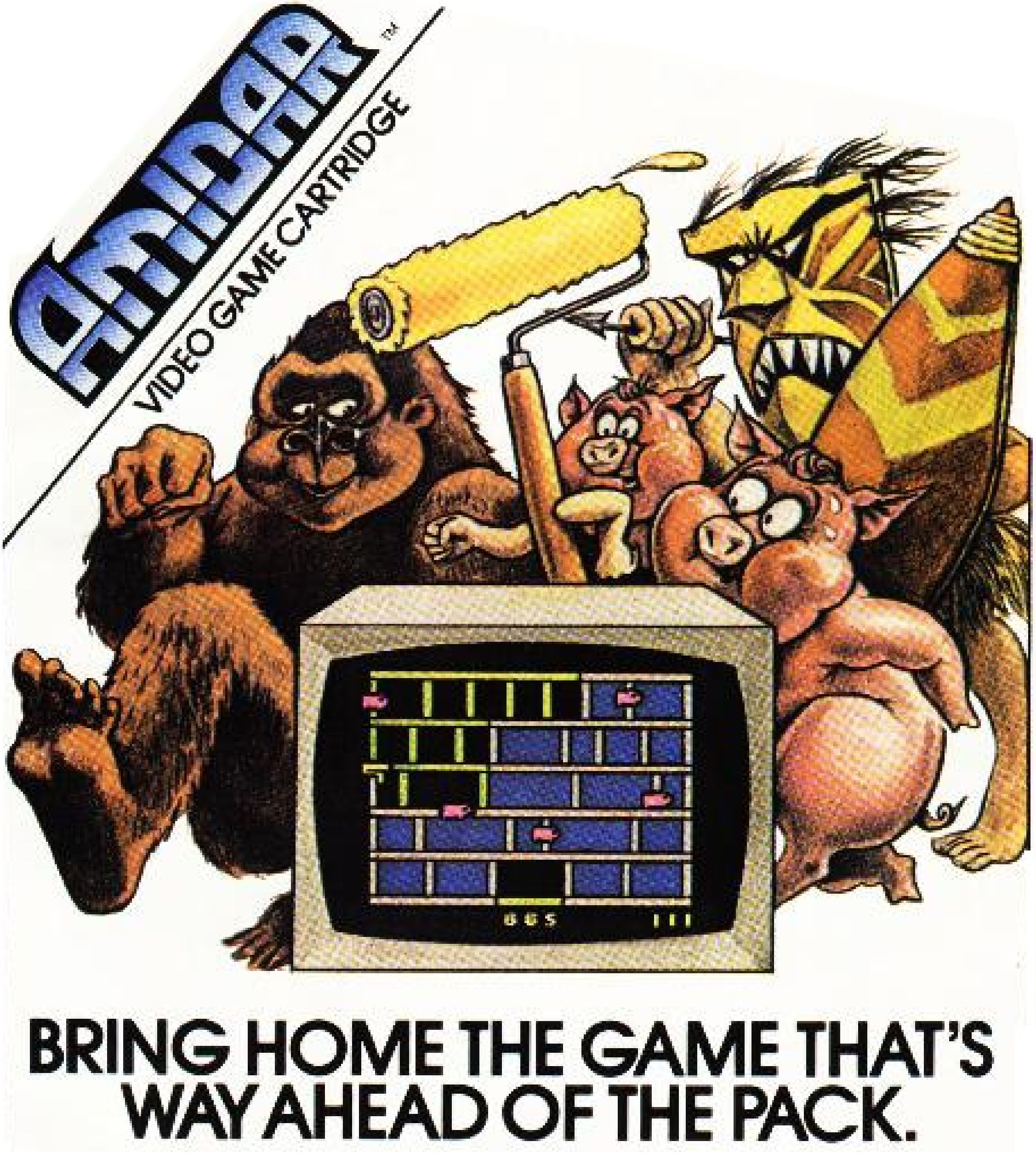
Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Little Bear	Frostbite	Quelle	Short	---	-	84			
M.A.D.		Carrere Vid.	Standard	USC1012	-	108			
Magic Carpet		Home Vision	Standard	---	-	208			
Mariana	Seaquest	Quelle	Short	---	-	145			
Marine Wars		Gakken		011	-	109			
Marineflieger	Seahawk	Quelle	Standard	176.764 9	-	144			
Mario Bros.		Atari	Red	CX2697	5	110			
Mein Weg	Challenge	Quelle	Standard	686.561 2	-	221			
Meteor Defense	Astrowar	ITT Fam. G.		554-33 391	-	203			
Millipede		Atari	Red	CX26118	-	113			
Millipede		Atari	Red	CX26118	-	113			
Missile Control		Video Gems		VG-01	-	115			
Mission 3000	Mis. 3,000 A.D.	Bit Corp	Re-release	---	3	209			
Mission 3000	Mis. 3,000 A.D.	Bit Corp	German	---	-	209			
Mission 3000 A.D.		Bit Corp	English	---	-	209			
Mission Survive		Video Gems		VG-04	-	209			
Moon Patrol		Atari	Red	CX2692	4	116			
Moonsweeper		Imagic	White	EIZ-001-04I	-	116			
Motocross	Around World	Quelle	Standard	719.383 2	-	210			
Motocross	Around World	Quelle	Short	719.383 2	-	210			
MotoRodeo		Atari	Red	CX26171	5	117			
Mountain Man	Ski Hunt	ITT Fam. G.		544-37 737	-	215			
Mouse Trap		CBS Electro.	UK White	4L1819	-	118			
Mouse Trap		CBS Electro.	UK Color	4L1819	-	118			
Mr. Do!		CBS Electro.	UK White	4L4478	-	118			
Mr. Do!		CBS Electro.	UK Color	4L4478	-	118			
Mr. Postman		Bit Corp	English	PG209	-	210			
Mr. T		Quelle	Standard	---	-	221			
Mr. T		Quelle	Short	---	-	221			
My Golf		HES	Standard	535	4	210			
My Golf		Salu		---	-	210			
My Way	Challenge	Quelle	Short	---	-	221			
My Way	Challenge	---	Fantastic G.	---	-	221			
Nightmare		Sancho		TEC004	-	211			
Nuts		Technovis.		TVS 1001	-	211			
Obelix		Atari	Silver	CX26117	7	121			
Ocean City	Atlantis	---	V Case	---	-	36			
Octopus	NameThisGame	Carrere Vid.		USC1007	-	120			
Open Sesame		Goliath		5	-	212			
Open, Sesame!	Open Sesame	Bit Corp	German	5	-	212			
Orbit Base	Sky Alien	Dynamics		DY-192001	-	216			
Overkill	Seahawk	Hot Shot		83-114	-	144			
Pac Kong	Inca Gold	Goliath		83-414	-	207			
Pac Kong	Inca Gold	---	V Case	---	-	207			
Pac Kong	Inca Gold	Funvision		---	-	207			
Pac Kong	Inca Gold	Quelle	Standard	---	-	207			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Pacman	Pac-Man	---	Taiwan S.	---	-	125			
Panda Chase		Home Vision		VCS 83105	-	212			
Parachute		Home Vision		VCS 83123	-	212			
Paris Attack	M.A.D.	Quelle	Short	---	-	108			
Peetfal	Pitfall!	---	Taiwan S.	---	-	128			
Pengo		Atari	Black	CX2690	9	125			
Peter Penguin	Frisco	Home Vision		---	-	205			
Peter Penguin	Frisco	ITT Fam. G.		554-37 338	-	205			
Phantom Panzer	Tank Brigade	Bit Corp	German	---	-	182			
Phantom Tank	Tank Brigade	Bit Corp	English	PG203	-	182			
Phantom Tank	Tank Brigade	Puzzy		---	-	182			
Phantom-Panzer	Tank Brigade	Bit Corp	Re-release	---	3	182			
Pharaoh’s Curse		Technovis.		TVS 1003	-	213			
Pick n Pile		Salu	Standard	---	4	213			
Picnic		Carrere Vid.		USC2004	-	127			
Pigs ‘N’ Wolf	Oink!	HES		---	-	121			
Pinball	Video Pinball	Quelle	Short	---	-	195			
Piraten-Schiff	Gas Hog	Spectravis.		413.723 8	-	87			
Planeten Patrouile	Planet Patrol	Spectravis.		412.851 8	-	129			
Plate Mania	Dancing Plate	Home Vision		VCS 83134	-	69			
Pmucki I	Pumuckl I	ITT Fam. G.		---	-	214			
Polaris		Tigervision	Standard	7-007	-	130			
Pole Position		Atari	Red	CX2694	5	130			
Pooyan		Gakken		001	-	130			
Popeye		Quelle	Short	---	-	131			
Puzzled World	Maze Craze	Quelle	Short	---	-	112			
Pygmy		Quelle	Short	---	-	221			
Racing Car		Home Vision		VCS 83124	-	214			
Raketenangriff	Missile Control	Ariola		---	-	209			
Raumbasen-Attacke	Base Attack	Quelle	Standard	732.074 0	-	201			
Raumroboter	Missile Control	---	Vid.G. SP	SP-203	-	209			
RealSports Soccer		Atari	Red	CX2667	4	82			
RealSports Tennis		Atari	Red	CX2680	4	138			
RealSports Volleyball		Atari	Red	CX2666	5	139			
Repro Cart		Home Vision		---	-				
River Raid		Activision	White	EAX-020-04I	-	141			
River Raid II		Activision	White	---	-	141			
River Raid II		Quelle	Short	---	-	141			
Robin Hood	Save Our Ship	Quelle	Standard	684.733 9	-	142			
Robin Hood / Super Kung Fu		Xonox	DoubleEnd	6250	6				
Robot Fight	Missile Control	Home Vision		VCS 83101	-	209			
Roc ‘N Rope		CBS Electro.	UK White	4L1751	-	143			
Save Our Ship	Robin Hood	Technovis.		TVS 1002	-	142			
Schiessbude	Carnival	Quelle	Standard	701.134 9	-	51			
Schnapp Die Apfeldiebe	Plaque Attack	Quelle	Standard	429.663 8	-	129			
Schnecke Gegen Eichhorn	Snail Squirrel	Bit Corp	Re-release	0079	3	216			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Schnecke Und Eichhörnchen	Snail Squirrel	Bit Corp	German	0079	-	216			
Schussel, Polizistenschreck	Walker	Quelle	Standard	731.273 9	-	219			
Sea Hawk	Seahawk	---	V Case	---	4	144			
Sea Monster		Goliath		8	-	144			
Sea Monster		Puzzy		PG201	-	144			
Sea Quest		Activision	White	EAX-022-04I	-	145			
Seahawk		Sancho		TEC002	-	144			
Seal to Whales	Frisco	Datatech		S-008	-	205			
See Monster	Sea Monster	Bit Corp	German	0073	-	144			
See Monster	Sea Monster	Bit Corp	Re-release	---	3	144			
Seesaw	Circus Atari	Quelle	Short	---	-	54			
Sesam, Offne Dich	Open Sesame	Bit Corp	Re-release	---	3	212			
Sesam, Offne Dich	Open Sesame	Bit Corp	German	0076	-	212			
Ski	Skiing	---	V Case	---	-	147			
Ski Hunt		Home Vision		VCS 83106	-	215			
Ski-Run		Ariola		---	-	215			
Skin Diver	Skindiver	Funvision		---	-	144			
Skin Diver	Skindiver	Sancho		---	-	144			
Sky Alien		Home Vision		VCS 83112	-	216			
Smurf	Smurf Gargamel	CBS Electro.	UK White	4L1768	-	151			
Smurf	Smurf Gargamel	CBS Electro.		4L1768	-	151			
Smurf	Smurf Gargamel	CBS Electro.	German Col.	4L1769	-	151			
Snail Against Squirrel		Bit Corp	English	PG208	-	216			
Sneak n' Peek		Carrere Vid.		USC1002	-	151			
Soccer	Champ. Soccer	Pet Boat		---	-	52			
Solar Fox		CBS Electro.	UK White	4L1853	-	152			
Solar Fox		CBS Electro.	UK Color	4L1853	-	152			
Solaris		Atari	Red	CX26136	4	152			
Space Envador	Space Invaders	---	Taiwan S.	---	-	154			
Space Jockey		Carrere Vid.		USC1001	-	155			
Space Monster	Condor Attack	Funvision		F2001	-	57			
Space Raider	Sky Alien	Goliath		83-211	-	216			
Space Raider	Sky Alien	Hot Shot		83-211	-	216			
Space Robot	Space Tunnel	Dimax		SM8001	-	217			
Space Robot	Space Tunnel	Goliath		1	-	217			
Space Robot	Space Tunnel	Quelle	Short	---	-	217			
Space Trip	Gas Hog	---	Taiwan S.	---	-	87			
Space Tunnel		Bit Corp	English	PG202	-	217			
Space Tunnel		Goliath		7	-	217			
Space Tunnel		Puzzy		PG202	-	217			
Spider Fighter		Activision	White	EAX-021-04I	-	156			
Spider Kong	Inca Gold	Goliath		6	-	207			
Spider Monster	Inca Gold	Funvision		---	-	207			
Spiderman	Spider-Man	Quelle	Standard	495.663 7	-	157			
Squirrel & Snail	Snail Squirrel	Hot Shot		83-216	-	216			
Sssnake		Game World		133-003	-	160			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Star Voyager		Imagic	White	EIX-011-04I	-	163			
Star Warrior	Star Wars Empire	HES		---	-	165			
Steeple Chase		Video Gems		VG-03	-	166			
Sternen Kampf	Astrowar	---	Vid.G. SP	SP-204	-	203			
Stopp Die Gangster	Gangster Alley	Quelle	Standard	377.943 6	-	87			
Strahlen der Teufelsvogel	Atlantis	Quelle	Standard	463.860 7	-	36			
Strategy X		Gakken		010	-	167			
Super Baumeister	Master Builder	Spectravis.		413.582 8	-	110			
Super-Cowboy beim Rodeo	Stampede	Quelle	Standard	874.254 6	-	161			
Super-Cowboy beim Rodeo	Stampede	Quelle	Short	874.254 6	-	161			
Super-Ferrari	Enduro	Quelle	Standard	402.272 9	-	75			
Super-Man	Superman	---	V Case	---	-	173			
Suppermen	Superman	---	Taiwan S.	---	-	173			
Surfer’s Paradise		Video Gems		VG-02	-	217			
Tank City	Thunderground	---	Taiwan S.	---	-	186			
Tank City	Thunderground	---	Taiwan S.	---	-	186			
Tanks War	Tank Brigade	Home Vision		VCS 83135	-	182			
Tanzende Teller	Dancing Plate	Bit Corp	Re-release	---	3	204			
Tanzende Teller	Dancing Plate	Bit Corp	German	0077	-	204			
Teddy Apple	Open Sesame	Home Vision		VCS 83137	-	212			
Teller-Jonglieren!	Dancing Plate	Quelle	Standard	685.996 1	-	204			
Tennis		Home Vision		VCS 83107	-	185			
Tennis		Quelle	Standard	---	-	185			
Tennis		Pet Boat		---	-	185			
Theamk	Maze Craze	---	Taiwan S.	---	-	112			
Time Race	Time Warp	Funvision		---	-	218			
Time Race	Space Jockey	Goliath		83-212	-	155			
Time Race	Space Jockey	Suntek		SS-001	-	155			
Time Race	Time Warp	---	V Case	---	-	218			
Tom’s Eierjagd	Play Farm	Quelle	Standard	731.503 9	-	214			
Top Gun	Air Raiders	Quelle	Standard	626.502 9	-	31			
Topsy		Home Vision		VCS 83126	-	218			
Treasure Below		Video Gems		VG-05	-	218			
UFI und gefährlicher Einsatz	Go Go Home	Quelle	Standard	732.174 8	-	206			
Ungeheuer Der Tiefe	Skindiver	Quelle	Standard	719.013 5	-	144			
Venture		CBS Electro.	German Col.	4L1803	-	193			
Vogel Flieh	Dolphin	Quelle	Standard	465.302 8	-	69			
Volleyball	RealSports V.	Quelle	Short	---	-	139			
Wachroboter Jagt Jupy	RealSports V.	Quelle	Standard	---	-	139			
Wall Break		Home Vision		VCS 83114	-	196			
Wall Defender	Wall Break	HES		---	-	196			
War 2000	Astrowar	Home Vision		VCS 83102	-	203			
War Zone	M*A*S*H	---	Taiwan S.	---	-	108			
Warm War	Worm War I	---	Taiwan S.	---	-	198			
Warplock		Game World		133-002	-	197			
Weltraum-Tunnel	Space Tunnel	Bit Corp	Re-release	---	3	217			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Weltraum-Tunnel	Space Tunnel	Bit Corp	German	0074	-	217			
Weltraumtunnel	Laser Gates	Quelle	Standard	292.651 7	-	106			
Wilma Wanderer	Lilly Adventure	ITT Fam. G.		---	-	208			
Wing War		Imagic	White	EIZ-002-04I	7	220			
Winterjagd	Ski Hunt	Quelle	Standard	343.073 3	-	215			
Wizard of Wor		CBS Electro.	UK Color	4L1720	-	198			
Wizard of Wor		CBS Electro.	German Col.	4L1721	-	198			
Words-Attack		Sancho		---	-	220			
World End	End of World	Quelle	Standard	---	-	204			
World Trap		Home Vision		---	-	X			
Wüstenschlacht	Chopper Com.	Quelle	Standard	262.794 1	-	54			
X Mission		Home Vision		VCS 83118	-	220			
Yars' Attack	Yars' Revenge	Quelle	Short	---	-	200			
Yars' Revenge		Atari	Red	CX2655	3	200			
Zaxxon		CBS Electro.	UK White	4L2277	-	201			
Zoo Fun	Pumuckl I	Home Vision		---	-	214			


AMIDAR™
VIDEO GAME CARTRIDGE
BRING HOME THE GAME THAT'S WAY AHEAD OF THE PACK.

South-America

This list include games released in South-America.

In Brazil, the console became extremely popular in the mid-1980s. Most of the games released in South-America was bootlegs, but because of their crazy label designs and creative naming, collectors often find it fun to collect.

ATARI 2600
COMBAT
(COMBATE)
POLYVOX

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
16-in-1		J.F.		---	-				
2-in-1 “Smurf’s, Tennis”		Atarimania		---	-	X			
2-in-1 “Spiderman, Outlaw”		Dactar		---	-	X			
2-in-1 “Pitfall & Megamania”		Digitel		---	-	X			
2-in-1 “Megamania, Pitfall”		Digivision		---	-	X			
2-in-1 “Enduro, Tennis”		Digivision		---	-	X			
2-in-1 “Volley Ball, Baskett”		Digivision		---	-	X			
2-in-1 “GrandPrix, Miss.Com.”		Dynacom		---	-	X			
2-in-1 “Basketball & Tennis”		Dynacom		---	-	X			
2-in-1 “Frontline, CacadoresArca”		Fotomania		---	-	X			
2-in-1 “H.E.R.O., Jungle Hunt”		Genus		---	-	X			
2-in-1 “Pole Position, Zaxxon”		Genus		---	-	X			
2-in-1 “Priv.Eye, Moto Cross”		Genus		---	-	X			
2-in-1 “007, Star Wars Arcade”		JVP		---	-	X			
2-in-1 “Lady Wading, X-Man”		Pop		---	-	X			
2-in-1 “Frostbite, Pitfall”		Shock Vis.		---	-	X			
2-in-1 “Enduro & River Raid”		Shock Vis.		---	-	X			
2-in-1 “D.K., KeystoneKapers”		Supergame		---	-	X			
4 in 1 “Demon Attack...”		Argevision		---	-	X			
4-in-1 “Sky...”		Apple Vision		---	-	X			
4-in-1 “Entobed...”		Apple Vision		---	-	X			
4-in-1 “Adventure...”		Apple Vision		---	-	X			
4-in-1 “Bowling...”		Dactar		---	-	X			
4-in-1 “Sneak n’ Peek...”		Dactar		---	-	X			
4-in-1 “Mysterious Thief...”		Dactar		---	-	X			
4-in-1 “Beany Bopper...”		Dactar		---	-	X			
4-in-1 “Baseball...”		Dactar		---	-	X			
4-in-1 “Nexar...”		Dactar		---	-	X			
4-in-1 “Adventure...”		Dactar		---	-	X			
4-in-1 “Turmoil...”		Dactar		---	-	X			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
4-in-1 “Pac Man...”		Dactar		---	-	X			
4-in-1 “Combate...”		Dactar		---	-	X			
4-in-1 “Basket...”		Dactar		---	-	X			
4-in-1 “Squirrel...”		Dactar		---	-	X			
4-in-1 “Venture...”		Dactar		---	-	X			
4-in-1 “Pitfall...”		Dactar		---	-	X			
4-in-1 “Megaforce...”		Dactar		---	-	X			
4-in-1 “Pinball...”		Dactar		---	-	X			
4-in-1 “Ursinho Esperto...”		Dactar		---	-	X			
4-in-1 “Kung Fu...”		Dactar		---	-	X			
4-in-1 “River I...”		Dactar		---	-	X			
4-in-1 “Mission 3,000 A.D....”		Dactar		---	-	X			
4-in-1 “Amidar...”		Dactar		---	-	X			
4-in-1 “Boxing...”		Dactar		---	-	X			
4-in-1 “Lost Lugage...”		Digitel		---	-	X			
4-in-1 “Demon Attack...”		Digitel		---	-	X			
4-in-1 “Eduro...”		Digitel		---	-	X			
4-in-1 “Basketbaal...”		Digitel		---	-	X			
4-in-1 “Pitfall...”		Dynacom		---	-	X			
4-in-1 “Beamrider...”		Engesoft		---	-	X			
4-in-1 “Bermuda Triangle...”		Engesoft		---	-	X			
4-in-1 “Donkey Kong...”		Engesoft		---	-	X			
4-in-1 “Star Wars Arcade...”		Fotomania		---	-	X			
4-in-1 “Flash Gordon...”		Gran Match		---	-	X			
4-in-1 “Atlantis...”		ImagicInt.G.		---	-	X			
4-in-1 “Chuck Norris...”		Rentacom		---	-	X			
4-in-1 “Megamania 2...”		Shock Vis.		---	-	X			
8-in-1 “Donkey Kong...”		Dynacom		---	-	X			
8-in-1 “Chopper Command...”		Fotomania		---	-	X			
Aventura	Adventure	Polyvox		---	-	30			
Adventures of Tron		Polygram		---	-	31			
Air Raiders	Air Battle	CCE		C-817	-	31			
Air Raiders	Air Battle	Dynacom		---	-	31			
Air Raiders	Air Battle	Polygram		---	-	31			
Air Raiders	Air Battle	Supergame		---	-	31			
Batalha Aero Naval	Air-Sea Battle	Polyvox		---	-	32			
Alien		Digitel		---	-	32			
Alieniginas	MegaMania	Dismac		---	-	113			
Amidar		VGS		---	-	33			
Amphibious Wars	Air-Sea Battle	CCE		C-852	-	32			
Apples and Dolls	Open Sesame	Polyvox		---	-	212			
Apples and Dolls	Open Sesame	Tron		---	-	212			
Aques		Zgames		---	-	X			
Asteroides	Asteroids	Polyvox		---	-	35			
Atlantida	Atlantis	Vidgame		VG 0320	-	36			
Atlantis		CCE		C-832	-	36			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Atlantis		Dynacom		---	-	36			
Atlantis		Polygram		---	-	36			
Bandido E Ladrãdo		Video Grow		---	-	X			
Bank Heist		CCE	C-844	---	-	38			
Basketball		---		---	-	39			
Baskett	Basketball	Digivision		---	-	39			
Battle Zone	BattleZone	Tron		---	-	41			
Beamrider		Polygram		---	-	41			
Beamrider		Polyvox		---	-	41			
Beany Bopper		CCE		C-835	-	41			
Berzerk		Play Video		---	-	43			
Berzerk		Polyvox		---	-	43			
Bingo	Dice Puzzle	CCE		C-868	-	68			
Blueprint		Polygram		---	-	44			
Bobby Is Going Home		CCE		C-803	-	203			
Bomb Bang	Crackpots	CCE		C-849	-	61			
Boliche	Bowling	Polyvox		---	-	45			
Boxing		CCE		C-861	-	46			
BR 101	Freeway	Dismac		---	-	82			
Breakout		Dynacom		---	-	46			
Buck Rogers Planet of Doom		Polygram		---	-	47			
Bump N' Jump		Fotomania		---	-	48			
Canguru	Kangaroo	Zirok		---	-	103			
Castelos E Dragões	Dragonfire	Video Grow		---	-	72			
Centopeia	Centipede	Polyvox		---	-	51			
Championship Soccer		Polyvox		---	-	52			
China Syndrome		Polygram		---	-	53			
Chopper Command		CCE		C-827	-	54			
Chopper Command		Dynacom		---	-	54			
Chopper Command		Polygram		---	-	54			
Circus	Circus Atari	Dynacom		---	-	54			
Combat		Dynacom		---	-	56			
Combat		Polyvox		---	-	56			
Command Raid	Commando Raid	CCE		C-825	-	56			
Commando de Misseis	Missile Com.	Digitel		---	-	115			
Commando Raid		Dynacom		---	-	56			
Commando Raid		Polygram		---	-	56			
Commando Raid		Robby		22	-	56			
Condor Attack		CCE		C-851	-	57			
Congo Bongo		Polygram		---	-	57			
Corredor Cosmico	Space Tunnel	Dactar		---	-	217			
Cosmic Ark		CCE		C-831	-	59			
Cosmic Ark		Digitel		---	-	59			
Cosmic Ark		Dynacom		---	-	59			
Cosmic Ark		Polygram		---	-	59			
Crack Pots	Crackpots	Cosmovision		---	-	61			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Crackpots		CCE		C-862	-	61			
Crackpots		Polygram		---	-	61			
Deadly Poison		Eram		---	-	X			
Decathlon	Activis.Decathlon	Atarimania		---	-	30			
Decathlon	Activis.Decathlon	Polyvox		---	-	30			
Defender		Digitel		---	-	65			
Defender		Polygram		---	-	65			
Defender		Polyvox		---	-	65			
Demmon Attack	Demon Attack	ActionGame		---	-	66			
Demon Attack		CCE		C-823	-	66			
Demon Attack		Digitel		---	-	66			
Demon Attack		Dynacom		---	-	66			
Demon Attack		Polygram		---	-	66			
Dodge 'em		Polyvox		---	-	69			
Donkey Kong		CCE		C-814	-	71			
Donkey Kong		Dynacom		---	-	71			
Donkey Kong		Play Video		---	-	71			
Donkey Kong		Star Game		001	-	71			
Donkey Kong		Supergame		---	-	71			
Donkey Kong Jr.		CCE		---	-	71			
Donkey Kong Jr.		Polygram		---	-	71			
Dragon Treasure	Dragonfire	CCE		C-847	-	72			
Duck Fighting	Deadly Duck	CCE		C-865	-	64			
Enduro		CCE		C-810	-	75			
Enduro		Cosmovision		---	-	75			
Enduro		Cromax		---	-	75			
Enduro		Datavision		---	-	75			
Enduro		Digitel		---	-	75			
Enduro		Digivision		---	-	75			
Enduro		Dynacom		---	-	75			
Enduro		Genus		---	-	75			
Enduro		Intellivision		---	-	75			
Enduro		Maxgames		---	-	75			
Enduro		Microsoft		---	-	75			
Enduro		Play Video		---	-	75			
Enduro		Polygram		---	-	75			
Enduro		Polyvox		---	-	75			
Enduro		Robby		10	-	75			
Enduro		Shock Vis.		---	-	75			
Enduro		Star Game		022	-	75			
Enduro		Tron		---	-	75			
Enduro		Video Game		---	-	75			
Enduro		Zirok		---	-	75			
Espectro	Space Cavern	Dismac		---	-	154			
Espial		Shock Vis.		---	-	77			
Fantastic Voyage		Polygram		---	-	78			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Fast Eddie		Dynacom		---	-	78			
Fast Food		Zirok		---	-	78			
Fisher Price	Scuba Diver	CCE		C-863	-	144			
Fishing Derby		Play Video		---	-	80			
Fishing Derby		Polygram		---	-	80			
Football	Intern. Soccer	CCE		C-854	-	99			
Fortress Defense	M.A.D.	CCE		C-864	-	108			
Frankenstein	Frank. Monster	Arte Vision		---	-	82			
Freeway		Polyvox		---	-	82			
Frogger		CCE		C-821	-	83			
Frogger		Dynacom		---	-	83			
Frogger		Microsoft		---	-	83			
Frogger		Polygram		---	-	83			
Frogger		Polyvox		---	-	83			
Front Line		Polygram		---	-	84			
Frostbite		Arte Vision		---	-	84			
Frostbite		Cosmovision		---	-	84			
Frostbite		Digimax		---	-	84			
Frostbite		Digitel		---	-	84			
Frostbite		Polygram		---	-	84			
Frostbite		Polyvox		---	-	84			
Frostbite		VGS		---	-	84			
Futeball	Intern. Soccer	Star Game		---	-	99			
Futebol	Intern. Soccer	Polygram		---	-	99			
Galaxian		Digimax		---	-	86			
Galaxian		Polygram		---	-	86			
Galaxian		Polyvox		---	-	86			
Ghost Manor		Polygram		---	-	88			
Gorf		Polygram		---	-	91			
Grand Prix		CCE		C-826	-	91			
Gremlins		Polygram		---	-	92			
H.E.R.O.		Digitel		---	-	94			
H.E.R.O.		Mega Games		---	-	94			
H.E.R.O.		Polyvox		---	-	94			
H.E.R.O.		Tron		---	-	94			
Haunted House		Polyvox		---	-	96			
He-Man	Masters Universe	Fotomania		---	-	110			
HERO	H.E.R.O.	Videomagia		---	-	94			
Home Run		Polyvox		---	-	96			
Ice Hockey		JVP		---	-	98			
Immies & Aggies		CCE		C-838	-	206			
Infiltrate		Polygram		---	-	99			
International Soccer		Dynacom		---	-	99			
International Soccer		Shock Vis.		---	-	99			
International Soccer		Videospot		48	-	99			
Jaw Breaker	Jawbreaker	CCE		C-824	-	101			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Jawbreaker		Datasoft		---	-	101			
Joust		Polygram		---	-	101			
Joust		Polyvox		---	-	101			
Jungle Hunt		CCE		C-1007	-	102			
Jungle Hunt		Polygram		---	-	102			
Jungle Hunt		Polyvox		---	-	102			
Jungle Hunt		Tron		---	-	102			
Kaboom	Kaboom!	Dynacom		---	-	103			
Kangaroo		Polygram		---	-	103			
Kangaroo		Polyvox		---	-	103			
Kangaroo		Supergame		---	-	103			
Keystone Kapers		CCE		---	-	104			
Keystone Kapers		Cosmovision		---	-	104			
Keystone Kapers		Digivision		---	-	104			
Keystone Kapers		Polygram		---	-	104			
Keystone Kapers		Polyvox		---	-	104			
Keystone Kapers		Prom		---	-	104			
Keystone Kapers		Shock Vis.		---	-	104			
Keystone Kapers		Supergame		---	-	104			
Keystone Kapers		Tron		---	-	104			
Keystone Kapers		---		---	-	104			
Keystone Keypers	Keystone Kapers	Zirok		---	-	104			
King Kong		Cosmovision		---	-	104			
Krull		Dinamivis.		---	-	105			
Krull		JVP		---	-	105			
Krull		Polygram		---	-	105			
Laser Gate	Innerspace	CCE		C-860	-	106			
Laser Gate	Innerspace	Future		---	-	106			
Laser Gates	Innerspace	Atarimania		---	-	106			
Laser Gates	Innerspace	Polygram		---	-	106			
Laser Gates	Innerspace	Shock Vis.		---	-	106			
M*A*S*H		Wide Vision		---	-	108			
Mario Bros.		Polygram		---	-	110			
Mario Bros.		Tron		---	-	110			
MASH	M*A*S*H	CCE		C-859	-	108			
Math Grand Prix		Polyvox		---	-	112			
Maze Craze		Polyvox		---	-	112			
Megaboy Compact		Dynacom		---	-				
MegaCart 32		Dynacom		---	-	X			
Megamania		CCE		C-829	-	113			
Megamania		Digivision		---	-	113			
Megamania		Dynacom		---	-	113			
Megamania		Polyvox		---	-	113			
Megamania		Tron		---	-	113			
Megamania		Zirok		---	-	113			
Mil Milhas	Grand Prix	Dismac		---	-	91			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Mines of Minos		Datasoft		---	-	114			
Missile Command		Cosmovision		---	-	115			
Missile Command		Dactar		---	-	115			
Missile Command		Dynacom		---	-	115			
Commando du Missels	Missile Com.	Polyvox		---	-	115			
Monkey	Donkey Kong	Dismac		---	-	71			
Montezuma's Revenge		Conector		---	-	116			
Moon Patrol		Atarimania		---	-	116			
Moon Patrol		Polygram		---	-	116			
Moon Patrol		Polyvox		---	-	116			
Moon Patrol		Shock Vis.		---	-	116			
Moon Patrol		Tron		---	-	116			
Moonsweeper		Digitel		---	-	116			
Moonsweeper		Polygram		---	-	116			
Motocross	Around World	JVP		---	-	210			
Mouse Trap		CCE		C-836	-	118			
Mouse Trap		Dynacom		---	-	118			
Mouse Trap		Star Game		010	-	118			
Mr. Chin	Dancing Plate	Polyvox		---	-	204			
Mr. Do!		Video Game		---	-	118			
Mr. Postman		CCE		C-801	-	210			
Mr. Postman		Digitel		---	-	210			
Mr. Postman		Game Action		---	-	210			
Mr. Postman		JVP		---	-	210			
Mr. Postman		Supergame		---	-	210			
Ms. Pac-Man		Polygram		---	-	119			
Ms. Pac-Man		Shock Vis.		---	-	119			
Mysterious Thief, A		CCE		---	-	211			
Oink	Oink!	Polyvox		---	-	121			
Open Sesame		CCE		C-804	-	212			
Operacao AM-X	River Raid	Dismac		---	-	141			
Othello		CCE		---	-	123			
Othello		Video Juego		---	-	123			
Outlaw		Dynacom		---	-	124			
Pac Man	Pac-Man	Atarimania		---	-	125			
Pac Man	Pac-Man	CCE		C-812	-	125			
Pac Man	Pac-Man	Digitel		---	-	125			
Pac Man	Pac-Man	Dynacom		---	-	125			
Pac Man	Pac-Man	Star Game		004	-	125			
Pac-Man		Canal 3		---	-	125			
Pac-Man		Cosmovision		---	-	125			
Pac-Man		Supergame		---	-	125			
Pac-Man		VGS		---	-	125			
Pacman	Pac-Man	Polyvox		---	-	125			
Pengo		JVP		---	-	125			
Perereca	Frogger	Vidgame		VG 1960	-	83			

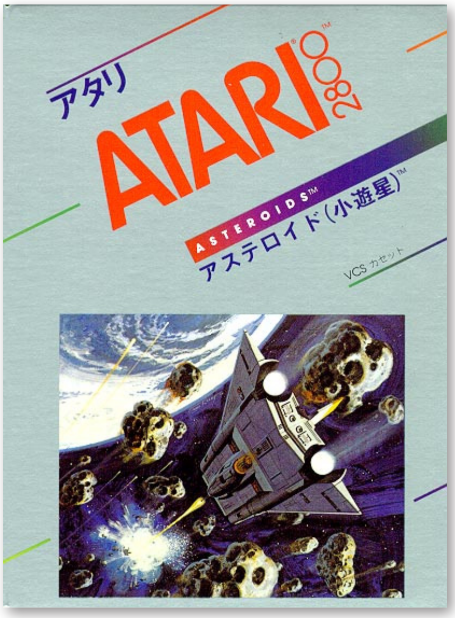
Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Phantom	Tank Brigade	Zirok		---	-	182			
Phoenix		Polygram		---	-	127			
Phoenix		Tron		---	-	127			
Phoenix		Video Game		---	-	127			
Pigs in Space		Polyvox		---	-	128			
Pinball	Video Pinball	CCE		---	-	195			
Pitfall	Pitfall!	CCE		C-813	-	128			
Pitfall	Pitfall!	Dynacom		---	-	128			
Pitfall	Pitfall!	Intellivision		---	-	128			
Pitfall	Pitfall!	Polygram		---	-	128			
Pitfall	Pitfall!	Tiger Vision		---	-	128			
Pitfall!		Polyvox		---	-	128			
Pizza Chef		CCE		C-837	-	213			
Planet Patrol		CCE		C-830	-	129			
Planet Patrol		Datasoft		---	-	129			
Planet Patrol		Digitel		---	-	129			
Planet Patrol		Jo		---	-	129			
Plaque Attack		Game Action		---	-	129			
Plaque Attack		Supergame		---	-	129			
Polaris		Intellivision		---	-	130			
Pole Position		CCE		C-1002	-	130			
Pole Position		Intellivision		---	-	130			
Pole Position		Polygram		---	-	130			
Pole Position		Polyvox		---	-	130			
Pole Position		Tron		---	-	130			
Pole Position		VGS		---	-	130			
Pooyan		Shock Vis.		---	-	130			
Popeye		Digivision		---	-	131			
Popeye		Polyvox		---	-	131			
Popeye		Star Game		106	-	131			
Popeye		VortexGame.		---	-	131			
Popeye		Zirok		---	-	131			
Porky's		Polygram		---	-	132			
Porky's		Wide Vision		---	-	132			
Pressure Cooker		Datavision		---	-	132			
Pressure Cooker		Polygram		---	-	132			
Pressure Cooker		Polyvox		---	-	132			
Private Eye		Polygram		---	-	132			
Q*Bert		CCE		---	-	133			
Q*bert		---		---	-	133			
R. Hero	H.E.R.O.	Shock Vis.		---	-	94			
Radar	Exocet	CCE		C-867	-	77			
Raiders of the Lost Ark		Digivision		---	-	136			
Raiders of the Lost Ark		Dynacom		---	-	136			
Raiders of the Lost Ark		Polygram		---	-	136			
Realsports Soccer		Polyvox		---	-	82			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
RealSports Tennis		Polygram		---	-	138			
Realsports Tennis		Polyvox		---	-	138			
RealSports Volleyball		Intellivision		---	-	139			
RealSports Volleyball		Polygram		---	-	139			
Voleibol	RealSports V.	Polyvox		---	-	139			
Retorno de Jedy	Star Wars Jedi	Shock Vis.		---	-	163			
Return of the Jedi	Star Wars Jedi	Digivision		---	-	163			
River Raid		ActionGame		---	-	141			
River Raid		Atarimania		---	-	141			
River Raid		CCE		C-811	-	141			
River Raid		Cosmovision		---	-	141			
River Raid		Digitel		---	-	141			
River Raid		Digivision		---	-	141			
River Raid		Dynacom		---	-	141			
River Raid		Microsoft		---	-	141			
River Raid		Play Time		---	-	141			
River Raid		Polygram		---	-	141			
River Raid		Polyvox		---	-	141			
River Raid		Robby		18	-	141			
River Raid		Star Game		003	-	141			
River Raid		Super 2600		---	-	141			
River Raid		Supervision		---	-	141			
River Raid		Video Game		---	-	141			
River Raid		Zirok		---	-	141			
River Raid II		Cosmovision		---	-	141			
River Raid III	Sub-Scan	Digitel		---	-	169			
Robot Attack	Threshold	CCE		C-866	-	186			
Robot Tank		Polyvox		---	-	142			
Roc N Rope	Roc ‘n Rope	Shock Vis.		---	-	143			
Roc'n Rope	Roc ‘n Rope	Polygram		---	-	143			
Sapo Papão	Frogs n Flies	Video Grow		---	-	84			
Sea Monster		CCE		C-805	-	144			
Sea Quest	Seaquest	Galaxi		---	-	145			
Sea Quest	Seaquest	Microsoft		---	-	145			
Seaquest		CCE		C-815	-	145			
Seaquest		Cosmovision		---	-	145			
Seaquest		Dynacom		---	-	145			
Seaquest		Polygram		---	-	145			
Seaquest		Robby		42	-	145			
Seaquest		Star Game		018	-	145			
Seaquest		Tron		---	-	145			
Sexta 13	Halloween	Datasoft		---	-	94			
Shark Attack	Lochjaw	Cosmovision		---	-	106			
Shootin Gallery	Shootin’ Gallery	Digitel		---	-	146			
Shooting Gallery	Shootin’ Gallery	Videospot		---	-	146			
Skiing		Dynacom		---	-	147			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Skiing		Polygram		---	-	147			
Sky Diver		Intellivision		---	-	149			
Smurf	Smurf Gargamel	CCE		C-1011	-	151			
Smurf	Smurf Gargamel	Digimax		---	-	151			
Smurf	Smurf Gargamel	Digitel		---	-	151			
Smurf	Smurf Gargamel	Dynacom		---	-	151			
Smurf	Smurf Gargamel	Microsoft		---	-	151			
Smurf	Smurf Gargamel	Tron		---	-	151			
Sneak'N Peak	Sneak’n Peek	CCE		C-848	-	151			
Snooker	Trick Shot	Game Action		---	-	189			
Snoopy	Snoopy Red B.	Digitel		---	-	151			
Snoopy	Snoopy Red B.	Video Game		---	-	151			
Snoopy	Snoopy Red B.	Videomania		---	-	151			
Snoopy and the Red Baron		Intellivision		---	-	151			
Snoopy and the Red Baron		Polygram		---	-	151			
Snoopy and the Red Baron		Polyvox		---	-	151			
Soccer	Champ. Soccer	Play Time		---	-	52			
Space Cavern		Genus		---	-	154			
Space Chase	Spacechase	Dynacom		---	-	156			
Space Chase	Spacechase	Maxgames		---	-	156			
Space Invaders		CCE		---	-	154			
Space Invaders		Cosmovision		C-820	-	154			
Space Invaders		Dynatronic		---	-	154			
Space Invaders		Star Game		019	-	154			
Space Invaders & Tron		Digitel		---	-	X			
Invasores do espaço	Space Invaders	Polyvox		---	-	154			
Space Invaders Game	Space Invaders	Digitel		---	-	154			
Space Jockey		CCE		C-846	-	155			
Space Shuttle		Rentacom		---	-	155			
Space Shuttle		Uloc		---	-	155			
Space Tunnel		Polyvox		---	-	217			
Spider Fighter		CCE		C-853	-	156			
Spider Fighter		Rentacom		---	-	156			
Spider Fighter		VGS		---	-	156			
Spiderman	Spider-Man	Dynacom		---	-	157			
Spike's Peak		Polygram		---	-	157			
Squirrel	Snail Squirrel	CCE		C-809	-	216			
Star Trek	Star Trek Sim.	Polygram		---	-	162			
Star Voyager		CCE		C-818	-	163			
Star Voyager		Zirok		---	-	163			
Star War	Star Wars Empire	CCE		C-819	-	165			
Star Wars	Star Wars Empire	Dynacom		---	-	165			
Star Wars	Star Wars Empire	Star Game		---	-	165			
Stone Age		CCE		C-840	-	217			
Subterranea		JVP		---	-	169			
Subterranea		Polygram		---	-	169			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Subterrenea		Canal 3		---	-	169			
Super Bird	Master Builder	Rentacom		---	-	110			
Super Football		Supergame		---	-	173			
Super Soccer	RealSports S.	Digitel		---	-	82			
Super Tennis	RealSports T.	Digitel		---	-	138			
Super Tennis	RealSports T.	Tron		---	-	138			
Superman		CCE		C-857	-	173			
SwordQuest: Earthworld		Polyvox		---	-	178			
Tank	Combat	CCE		C-869	-	56			
Tank Attack	Thunderground	Polyvox		---	-	186			
Tank-man	Thunderground	Dynacom		---	-	186			
Tarantula	Spider Fighter	Video Grow		---	-	156			
Target Practice	Carnival	CCE		C-833	-	51			
Taz		Polygram		---	-	183			
Tennis		CCE		C-858	-	185			
Tennis		Digitel		---	-	185			
Tennis		Dynacom		---	-	185			
Tennis		Intellivision		---	-	185			
Tennis		Microsoft		---	-	185			
Tennis		Play Time		---	-	185			
Tennis		Polygram		---	-	185			
Tennis		Shock Vis.		---	-	185			
Tennis		Star Game		007	-	185			
Threshold		Polygram		---	-	186			
Time Pilot		Digitel		---	-	186			
Trick Shot		Polygram		---	-	189			
Tron	TRON D.Disc	Zirok		---	-	190			
Turbo	Enduro	Dynacom		---	-	75			
Turbo	Enduro	Momo		---	-	75			
Turmoil		CCE		C-850	-	191			
Vanguard		Polygram		---	-	193			
Vanguard		Polyvox		---	-	193			
Video Chess		Polygram		---	-	194			
Video Pinball		Polyvox		---	-	195			
Volleyball	RealSports V.	Digivision		---	-	139			
Worm War I		CCE		C-843	-	198			
X-Man		Cosmovision		---	-	199			
A Vinganca dos Yars	Yars' Revenge	Polyvox		---	-	200			
Zaxxon		Auto Game		---	-	201			
Zaxxon		CCE		C-1001	-	201			
Zaxxon		Dynacom		---	-	201			
Zaxxon		Intellivision		---	-	201			
Zaxxon		Joystik		---	-	201			
Zaxxon		JVP		---	-	201			
Zaxxon		Microsoft		---	-	201			
Zaxxon		Polygram		---	-	201			

Japan



The Atari 2800 is the Japanese version of the Atari 2600, released in 1983. It was the first release of a 2600 designed specifically for the Japanese market, despite companies like Epoch distributing the 2600 in Japan previously.It had a streamlined shape similar to that of the Atari 7800.

Around 30 specially branded games were released for the 2800. Their boxes are in Japanese and have a silver/red color scheme similar to the packaging of Atari's 2600 branded games of the time. The cartridges themselves had identical labels as their 2600 branded counterparts.

The Atari 2800's case style was used as the basis for the Atari 7800's case style by Barney Huang.

"gaming.wikia.com"

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Air-Sea Battle		Atari		CX2602	-	32			
Asteroids		Atari		CX2649	-	35			
Battlezone		Atari		CX2681	-	41			
Berzerk		Atari		CX2650	-	43			
Big Bird's Egg Catch		Atari		CX26104	-	43			
Centipede		Atari		CX2676	-	51			
Defender		Atari		CX2609	-	65			
Demons To Diamonds		Atari		CX2615	-	66			
E.T. The Extra-Terrestrial		Atari		CX2674	-	74			
Haunted House		Atari		CX2654	-	96			
Joust		Atari		CX2691	-	101			
Jungle Hunt		Atari		CX2688	-	102			
Math Grand Prix		Atari		CX2658	-	112			
Missile Command		Atari		CX2638	-	115			
Pac-Man		Atari		CX2646	-	125			
Phoenix		Atari		CX2673	-	127			
Raiders of the Lost Ark		Atari		CX2659	-	136			
RealSports Baseball		Atari		CX2640	-	137			
Realsports Soccer		Atari		CX2667	-	82			
Space Invaders		Atari		CX2632	-	154			
Spider	Spider-Man	---	V Case	---	-	157			
Spider Man		---	V Case	---	-	157			
Star Raiders		Atari		CX2660	-	161			
Super Breakout		Atari		CX2608	-	171			
Swordquest: Earthworld		Atari		CX2656	-	178			
Swordquest: Fireworld		Atari		CX2657	-	178			
Warlords		Atari		CX2610	-	197			
Yars' Revenge		Atari		CX2655	-	200			

Australia

Atari 2600 was distributed in Australia by Futuretronics from launch until 1984, when a local arm of Atari Computers took over. While the system was launched in the late 70s, a relaunch of the system in the late 80s as an option for budget-minded consumers saw the Atari 2600 have a retail presence until 1993.

"retrogamingaus.com"

ACTIVISION
H.E.R.O.
FOR USE WITH THE ATARI VIDEO COMPUTER SYSTEM ATARI 2600 SERIES

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
128 in 1		---	V Case	---	-	X			
2-Pak Special "Motocross+"		HES		---	-	X			
2-Pak Special "Planet Patrol+"		HES		---	-	X			
2-Pak Special "Cosmic Ark+"		HES		---	-	X			
2-Pak Special "Alien Force+"		HES		---	-	X			
2-Pak Special "Challenge+"		HES		---	-	X			
2-Pak Special "DungeonMast.+"		HES		---	-	X			
2-Pak Special "Dolphin+"		HES		---	-	X			
2-Pak Special "Star Warrior+"		HES		---	-	X			
2-Pak Special "CavernBlaster+"		HES		---	-	X			
2-Pak Special "SpaceVoyage+"		HES		---	-	X			
Aquatak	Scuba Diver	John Sands		JS145C	-	144			
Atlantis		HES		---	-	36			
Bank Heist		Act. Hi-Tech		11012	-	38			
Beamrider		HES		---	-	41			
Bermuda	River Raid	RainbowVis.		SS-009	-	141			
Bi! Bi!	Scuba Diver	RainbowVis.		SS-013	-	144			
Boom Bang	Crackpots	RainbowVis.		SS-016	-	61			
Boxing		HES		---	-	46			
Bump N' Jump		HES		---	-	48			
Catch Time	Plaque Attack	RainbowVis.		SS-015	-	129			
Chopper Command		HES		---	-	54			
Commando		HES		---	-	56			
Cosmic Free Fire	Sky Alien	Act. Hi-Tech		---	-	216			
Crab Control	Crackpots	Act. Hi-Tech		---	-	61			
Curtiss	Atlantis	RainbowVis.		SS-019	-	36			
Decathlon	Activ.Decathlon	HES		---	-	30			
Demon Attack		HES		---	-	66			
Donkey Kong		HES		---	-	71			
Double Dragon		HES		---	-	71			
Dragon Defender	Arena Fight	RainbowVis.		SS-021	-	204			
Enduro		HES		---	-	75			
Exoset Missile	Exocet	John Sands		JS145B	-	77			
Freeway		HES		---	-	82			
Frogger		HES		---	-	83			
Galactic	Challenge Nexar	RainbowVis.		SS-002	-	52			

Title	Alt. Title	Company	Label	Model	R	Pg.	C	I	B
Ghostbusters		HES		---	-	88			
Go For Gold Pak		HES		---	-	X			
Grand Prix		HES		---	-	91			
H.E.R.O.		HES		---	-	94			
Hey! Stop!	KeystoneKapers	RainbowVis.		SS-012	-	104			
Hot Action Pak		HES		---	-	X			
Keystone Kapers		HES		---	-	104			
Kung Fu Master		HES		---	-	105			
Laser Gates	Innerspace	HES		---	-	106			
Mafia	Gangster Alley	RainbowVis.		SS-010	-	87			
Mariana	Seaquest	RainbowVis.		SS-017	-	145			
Mega Fun Pak		HES		---	-	X			
Megamania		HES		---	-	113			
Netmaker	Amidar	RainbowVis.		SS-006	-	33			
Pac-Kong	Inca Gold	RainbowVis.		SS-003	-				
Pitfall!		HES		---	-	128			
Pyramid War	Chopper Com.	RainbowVis.		SS-004	-	54			
Rad Action Pak		HES		----	-	X			
Rampage		HES		---	-	137			
River Raid		HES		---	-	141			
River Raid II		HES		---	-	141			
Robot Tank		HES		---	-	142			
Sea Adventure		Hi-Score		---	-	X			
Sea Hawk	Seahawk	John Sands		JS145A	-	144			
Seaquest		HES		---	-	145			
Skate Boardin’		HES		---	-	147			
Skiing		HES		---	-	147			
Smash Hit Pak		HES		---	-	X			
Space Grid	Turmoil	Act. Hi-Tech		---	-	191			
Space Raid	MegaMania	RainbowVis.		SS-007	-	113			
Spider Fighter		HES		---	-	156			
Sports Action Pak		HES		---	-	X			
Star Voyager		HES		---	-	163			
Starmaster		HES		---	-	166			
Summer Games		HES		---	-	170			
Super Action Pak		HES		---	-	X			
Super Ferrari	Enduro	RainbowVis.		SS-011	-	75			
Super Hit Pak		HES		---	-	X			
Tennis		HES		---	-	185			
Time Race	Space Jockey	RainbowVis.		SS-001	-	155			
Title Match Pro Wrestling		HES		---	-	187			
Tom Boy	Pitfall!	RainbowVis.		SS-005	-	128			
Tomcat: F-14 Fighter Sim.		HES		---	-	187			
Tuby Bird	Dolphin	RainbowVis.		SS-020	-	69			
Winter Games		HES		---	-	197			
Year 1999, The	Condor Attack	RainbowVis.		SS-008	-	57			

Homebrew

The Atari 2600 is a popular platform for homebrew projects. Unlike later systems, the Atari 2600 does not require a modchip to run homebrew cartridges. Although there is one high-level compiler available — batari Basic — most development for the Atari 2600 is still done in 6502 assembly language. The 2600 lacks video memory, has only 128 bytes of RAM, and requires precise timing; homebrews written in assembly are typically considered programming challenges.

In 2003, Activision selected several homebrew 2600 titles for inclusion in the Game Boy Advance version of their Activision Anthology.

I used AtariAge rarity list to compile this list, as such, this list is incomplete. At the behest of AtariAge users, I have included more games to the homebrew pages, but these are not listed here. I have made blank bars open, for people to fill in what they deem an official homebrew. New homebrews are also made and released every year.

Title	Company	Label	Model	R	Pg.	C	I	B
2003 AtariAge Holiday Cart	Self-Publish				236			
2004 AtariAge Holiday Cart: Holiday Qb	Self-Publish				236			
2005 AtariAge Holiday Cart: Reindeer Rescue	Self-Publish				236			
2005 Minigame Multicart	Self-Publish				237			
2006 AtariAge Holiday Cart: Toyshop Trouble	Self-Publish				237			
2007 AtariAge Holiday Cart: Stella's Stocking	Self-Publish				237			
A-VCS-tec Challenge	Self-Publish				238			
A-VCS-tec Challenge	Self-Publish				238			
Alfred Challenge	Ebivision	Standard	ebi01		238			
Allia Quest	Ebivision	Standard	ebi06		238			
AStar	Self-Publish				239			
Backfire	Self-Publish				239			
Bee-Ball	Self-Publish				239			
BLiP Football	Self-Publish				240			
Boulder Dash	Self-Publish				240			
Climber 5	XYPE				240			
Colony 7	Self-Publish				241			
Conquest of Mars	Self-Publish				241			
Crazy Balloon	Self-Publish				241			
Crazy Valet	Self-Publish				242			
Crazy Valet	Self-Publish	Lim.Ed.			242			
Crazy Valet CGE	Self-Publish				242			
Cubis	Self-Publish				242			
Cuttle Cart	SchellElectro.				243			
Dark Mage	Self-Publish				243			
E.T. Book Cart	Self-Publish				243			
Edtris 2600	Self-Publish				X			
Elevators Amiss	Self-Publish				X			
Encaved	Self-Publish				X			

Title	Company	Label	Model	R	Pg.	C	I	B
Enigma Machine	Self-Publish				X			
Euchre	Self-Publish				244			
Eurocon2005	Self-Publish				X			
Fall Down	Self-Publish				244			
FlapPing	Self-Publish				244			
Four-Play	Self-Publish				245			
Gingerbread Man	Self-Publish				245			
Go Fish!	Self-Publish				245			
GoSub	Self-Publish				246			
Graz2004	Self-Publish				X			
Gunfight	XYPE				246			
Hunchy II	Self-Publish				246			
I Project	Self-Publish				X			
INV	Self-Publish				247			
INV+	Self-Publish				247			
Jammed	XYPE				247			
JoustPong	Self-Publish				248			
Krokodile Cartridge	Self-Publish				248			
Lady Bug	Self-Publish				248			
Lord of the Rings: Fellowship of the Ring	Self-Publish				249			
Marble Craze	XYPE				249			
Medieval Mayhem	Self-Publish				249			
Melbourne Tatty	Self-Publish				250			
Mental Kombat	Self-Publish				250			
Merlin's Walls	Ebivision	Standard	ebi02		250			
Mine Sweeper	Self-Publish				251			
Mondo Pong	Self-Publish				251			
Okie Dokie	Retroware	Lim.Ed.			252			
Okie Dokie	Self-Publish				252			
Oystron	XYPE				252			
Pac-Man	Ebivision	Standard	ebi03		252			
Pesco	Ebivision	Standard	ebi04		253			
Phantom II / Pirate	Self-Publish				253			
Poker Squares	Self-Publish				251			
Power Off!	Ebivision	Standard	ebi05		254			
Pressure Gauge	Self-Publish				254			
Qb	XYPE				254			
Rainbow Invaders	Self-Publish				255			
Raster Fahndung	Self-Publish				255			
Reindeer Rescue	Self-Publish				255			
SCSIcide	Self-Publish				256			
SCSIcide	Self-Publish				256			
SCSIcide PhillyClassic3	Self-Publish				256			
Seawolf	XYPE				257			
Skeleton	Self-Publish				257			
Skeleton+	Self-Publish				257			

Title	Company	Label	Model	R	Pg.	C	I	B
Solar Plexus	Self-Publish				258			
Space Battle	Self-Publish				258			
Space Instigators	XYPE				258			
Space Treat	Self-Publish				259			
Space Treat Deluxe	Self-Publish				259			
Squish 'Em	Self-Publish				259			
Star Fire	XYPE				260			
Stell-A-Sketch / Okie Dokie	Retroware	CD-ROM	RW-4202		260			
Stell-A-Sketch / Okie Dokie	Retroware	Cassette	RW-4203		260			
StickyNotes Cart	Self-Publish				261			
Strat-O-Gems Deluxe	Self-Publish				261			
SWOOPS!	Self-Publish				261			
Sync	Self-Publish				262			
Synthcart	Self-Publish				262			
Testcart	Self-Publish				262			
Tetris 26	Self-Publish				X			
This Planet Sucks	Self-Publish				264			
Thrust	XYPE				263			
Thrust+ DC Edition	XYPE				263			
Thrust+ Platinum	XYPE				263			
Toyshop Trouble	Self-Publish				264			
Ultra SCSIcide	Self-Publish				264			
Vault Assault	Self-Publish				265			
Vault Assault PhillyClassic3	Self-Publish				265			
Video Simon	Self-Publish				265			
Vong	Self-Publish				266			
Warring Worms	Baroque G.		BG-001-00		266			
Warring Worms: The Worm (Re)Turns	Baroque G.				266			
Yahtzee	Self-Publish				267			
Z-Blocks	Self-Publish				267			
2014 AtariAge Holiday Cart: Stay Frosty 2	AtariAge				268			
The 2nd Dimension	GoodDealG.				268			
2048 2600	GoodDealG.				268			
A Slow Year	Self-Publish				269			
Ature	Beoran				269			
Balloon Protest	GoodDealG.				269			
Blinky Goes Up	AtariAge				270			
Bomb on Pixel City	Hozer Video				270			
Bomb on Pixel City	GoodDealG.				270			
The Byte Before Christmas	AtariAge				270			
Cave In	AtariAge				271			
CGE Adventures	Game Gavel				271			
Chase It!	GoodDealG.				271			
Chetiry	AtariAge				272			
Desert Bus 2600	C.MachineS.				272			
Dungeon	AtariAge				273			

Title	Company	Label	Model	R	Pg.	C	I	B
Endless Snow	Self-Publish				273			
Epic Adventure	AtariAge				273			
Escape It!	GoodDealG.				274			
Explosive Diarrhea	Packrat V.G.				274			
Flappy	AtariAge				274			
Gate Racer 2	AtariAge				275			
Goblin Chaser	GoodDealG.				275			
Guru Meditation	Self-Publish				275			
Halo 2600	AtariAge				276			
Incoming!	AtariAge				276			
Juno First	AtariAge				276			
K.O. Cruiser	AtariAge				277			
Kite	Self-Publish				277			
The Last Ninja	Atari2600.c				277			
Lead	AtariAge				278			
Mean Santa	Atari2600.c				278			
Miss It!	GoodDealG.				278			
MMSBC	Bitpop				279			
MMSBC II	Bitpop				279			
Monster Ball	GoodDealG.				279			
Muncher	Self-Publish				280			
Muncher	2600conn.				280			
N.E.R.D.S	Atari2600.c				280			
Omicron	AtariAge				280			
Princess Rescue	AtariAge				281			
Road Duel	GoodDealG.				281			
Road Warriors	Lost Classics				281			
Seaweed Assault	AtariAge				282			
Seaweed Assault	Self-Publish				282			
The Shaman	GoodDealG.				282			
Shield Shifter	GoodDealG.				282			
Space Raid	CollVisionG.				283			
Space Rocks	AtariAge				283			
Star Castle	AtariAge				283			
Star Castle	Self-Publish				283			
Strangeland	AtariAge				284			
Sunset Drive	GoodDealG.				284			
Three.s	AtariAge				285			
Titan Axe	AtariAge				285			
Zippy the Porcupine	AtariAge				285			

Title	Company	Label	Model	R	Pg.	C	I	B

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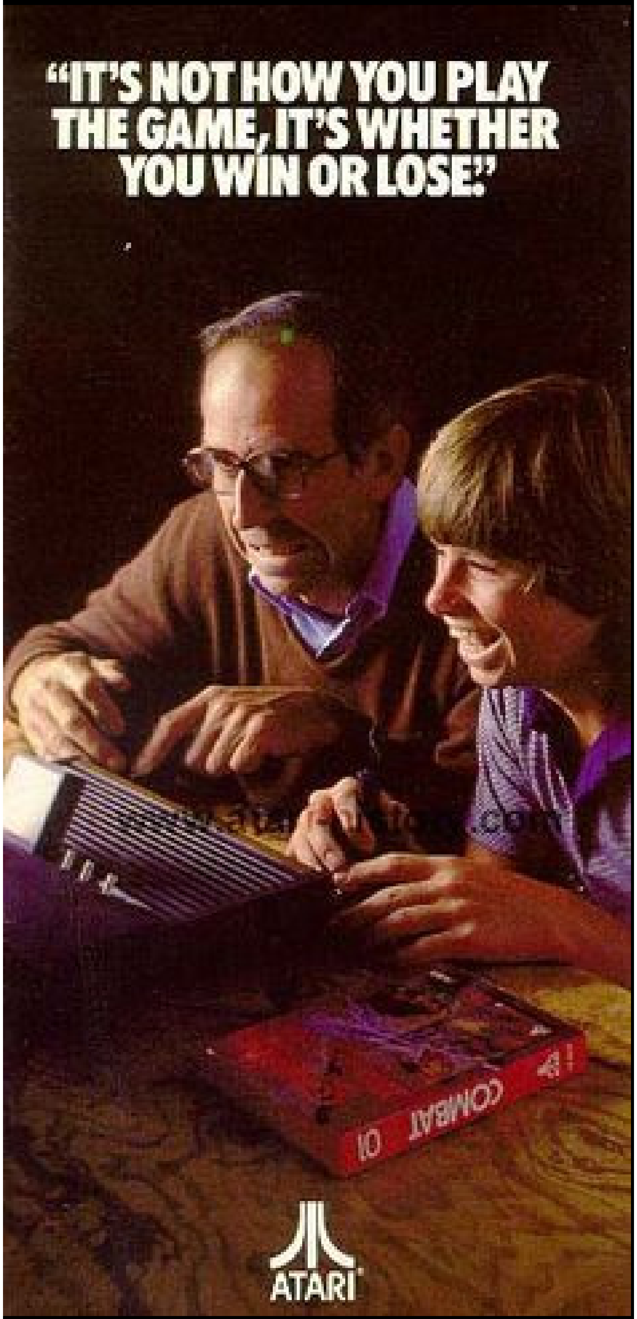
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